CONQUEST
EARTH
DATA
DESIGN
Interactive
EIDOS
INTERACTIVE

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

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System Requirements.

This is the minimum specification of machine we require you to have to be able to enjoy Conquest Earth;

- IBM PC or 100% compatible with a minimum of a Pentium 90 compatible processor.
- Microsoft MS-DOS v5 or higher, or Windows 95.
- SVGA VESA compatible 1Mb video graphics adapter capable of displaying hi-colour (16bit) 640x480 graphics. The game relies upon this fact to provide the most realistic hi-resolution graphics seen to date.
- 16 Megabytes of RAM.
- Quad speed CD-ROM drive
- Microsoft or 100% compatible mouse.
- Creative Labs Soundblaster, Soundblaster Pro, 16, AWE32 or 100% compatible sound card, including Ensoniq Soundscape, Microsoft Sound System, Pro Audio Spectrum 16, Gravis Ultrasound, Ultrasound MAX, ESS Audiodrive, Roland Rap 10, Toptek Golden 16, Thunderboard, Adlib Gold, Newmedia WAVJammer, I/O Media tempo, Aria chipset, Sound Galaxy NX Pro 16,Reveal FX/32
- Keyboard
- IPX network (Win95 and DOS versions) or null serial lead (Win95 version) for network play.
- 212 Mb of free hard disk space

Optimal system requirements.
This is the system we recommend you have to gain the maximum pleasure from Conquest Earth.

- Windows 95
- Intel Pentium 166Mhz or faster.
- Fast SVGA video card with accelerated hi-colour (16 bit) output.
- 32 Mb Ram.
- 8x CD-Rom drive.
- Soundblaster AWE 32 or better.

Installation.

Windows 95.
First, turn on your PC and load Windows 95. Then insert the Conquest Earth CD into your computer's CD-ROM drive. Follow the on-screen instructions from then on. If it does not autorun then press the 'START' button on the Windows '95 task bar. Click on the 'RUN' option, then type "D: SETUP" (replacing D with your CD-ROM drive letter if different).
Once the setup has completed, you will be returned to the desktop.
The Windows 95 version of Conquest Earth uses Microsoft's `Direct X' system for video display. After installation, the setup program will check your system to see if you have the necessary components already installed. If not, you will be asked if you would like to install

them. If you do elect to install Direct X, you will need to restart your machine before running Conquest Earth.
Unless you specify another directory name, the game will be installed into "C:\DDI\CONQUEST"

MS-DOS.

Allow your computer to boot up to the "C:\>" prompt, then insert "CONQUEST EARTH DISK 1" into your computer's CD-ROM drive then type "D:" to make the current directory your CD root (Replacing 'D' with your CD-ROM drive letter if different). Then type "DOSSETUP" followed by the Return/Enter key.
Press the key shown in brackets to install either the (E)nglish, (F)rancais, (I)taliano, or e(S)panol versions of the game, followed by the Return/Enter key.
You will then be asked if you wish to do a normal or reduced install.
Press (1) to select the normal install which needs about 270MB of hard drive space.
Press (2) to select the reduced install which needs about 212MB of hard drive space.
To check how much hard drive space you have available, type in 'DIR' at the C:\ prompt. (1MB is approximately 1,000,00 bytes.
Press either (1) or (2) followed by the Return/Enter key.
Your computer will prompt you with "C:\DDI\CONQUEST"
Hit your Return/Enter key to install the game to the directory.
If you wish to install the game to a different directory, type the full path followed by the Return/Enter key.
The game will now start to be installed

Running Conquest Earth.

Windows 95.

Insert the Conquest Earth CD into your computer's CD-ROM drive. Click on Windows 95's "START" button, then click "PROGRAMS", followed by "DDI", then "CONQUEST EARTH WIN95 16MB" to run the 16MB version, or "CONQUEST EARTH WIN95 32MB" ro run the 32MB version. The game will now load and play.
NOTE. The DOS version of the game can be run under a Windows 95 DOS window, but will not take advantage of any windows acceleration your video hardware may have. If you wish to run the DOS version under a DOS window. Click on the "START" button, then "PROGRAMS", "DDI", "CONQUEST EARTH DOS 16MB" to run the 16MB version or "CONQUEST EARTH DOS 32MB" to run the 32MB version.

If you are experiencing any game play problems, we recommend using the DOS version (either in Win'95 or in normal DOS) to see if it corrects the problem.

MS-DOS.

Boot up your computer to the "C:\>" prompt.
(If you specified a different drive than C: during the installation, then change to that drive now). Type "CD DDI\CONQUEST" (or the directory you specified in the installation procedure). Then finally, type "CE16" to run the 16MB version or "CE32" to run the 32MB version.

HUMAN INSTRUCTIONS

History.

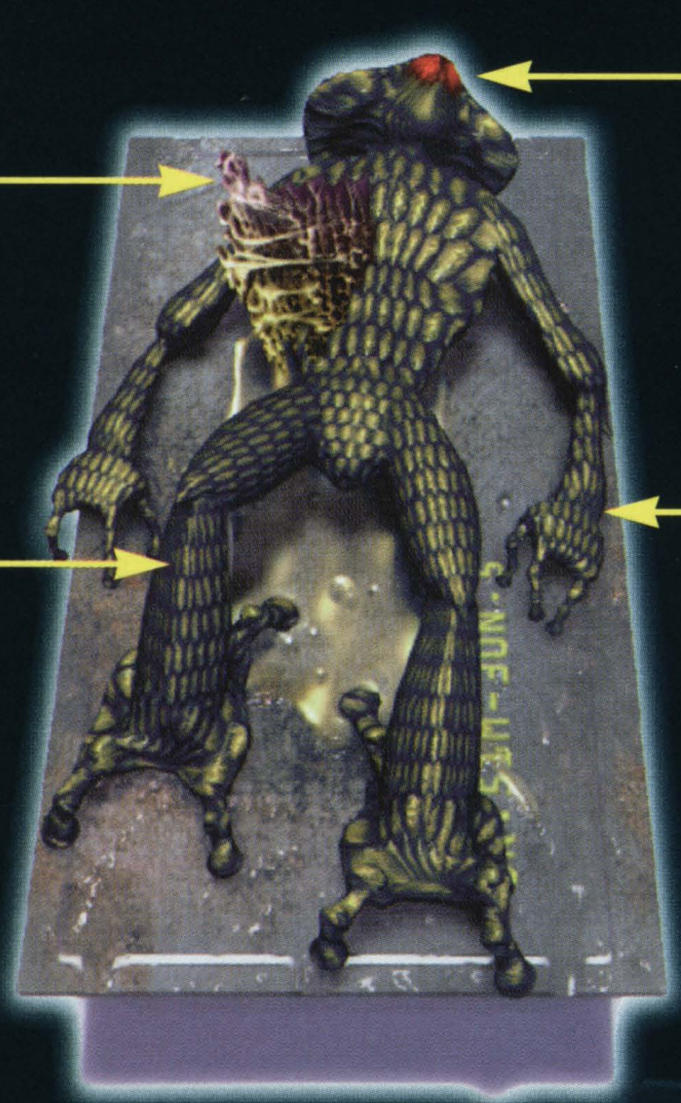
In December 1997 the NASA space probe Galileo ended its long mission by plunging into the atmosphere of the great gas giant, Jupiter. Thousands of anxious scientists back on Earth eagerly awaited the mass of data that Galileo had been collating and was about to transmit. Monumental discoveries about this now-believed inhabitable world were about to be made. However, they were not the only scientists patiently recording this probe's movements and making their own discoveries. The scientists on Jupiter were even more surprised by this intrusion into their tranquil world. This probe was of a substance and type that was totally Alien, to them. It was solid, hard and rigid, quite unlike their usual gaseous, morphing creations. Their previously sacred scientific theories on life were suddenly shattered, a new life form was discovered and in their own solar system. SOL3, thought uninhabitable because of its poisonous Oxygen based atmosphere, was now the focus of Jupiter's scientists. SOL3, it now appears, was infested with a destructive and aggressive life form who, having wasted nearly all of its own planets natural resources, were now planning to plunder Jupiter's rich hydrogen reserves. The Council of Elders met and what became known as the "Genocide vote" was passed. Under the banner 'Retaliate First', plans for the total destruction of every human form and the conversion of Earth into a sulphur based habitable planet were drawn up, and the Conquest of Earth had begun in earnest.

Game Objective.

The aim of Conquest Earth is to save planet Earth from the Jovian hordes, and send them back to Jupiter, whilst trying to keep as many of the current population alive as possible.

Know your enemy!

Our first experience with the Jovian forces was when one of our asteroid mining crews failed to report back from a routine shift. The wreckage of his P.D.V. was found on a beach in Brazil. The Aliens seem to either have no way of communicating with us or have no wish to. Their outer appearance gives the impression that they are covered in a hard skin, not dissimilar in feel to many of the insects we have on Earth. They are covered in a toxic slime, both corrosive to the touch and fatal if its fumes are breathed for anything more than a few seconds. Closer examination, following NATO's space Marine corp.'s futile skirmishes, revealed that the Aliens themselves were in fact gaseous. What we first thought of as a skin, is in fact a Silicon based exo-skeleton! What implications this has, in terms of their abilities, is unknown!



First Steps

After loading, you will be presented with the first Conquest Earth menu. All the menus in the game can be manipulated by using either the mouse or keyboard (cursor keys and ENTER to select).

Main Menu

New Mission Game / New Campaign Game

Choosing either of these will bring you to the Race Selection screen. Pick your race by clicking on the head of the race you wish to play. The rest of this section of the manual will assume that you picked Human.
After selecting the race you'll be asked to choose your Difficulty Level (see below).
The Mission game is more suited to the arcade style game players, as the game is streamlined and more action oriented. You will be given a mission briefing with one or two objectives to achieve, and successful completion will take you on to the next level. As you progress, play gets harder and more units become available to you. The Human Mission game has 30 levels to complete.
The Campaign game is more suited to the player who likes strategy games. More decisions are available to you "between missions" as it were. You will decide what units to research and build, and what battles to fight, and which ones would represent too great a loss. When you fight a battle, you will be taken to the familiar Mission type game, but only with units and technology you researched previously and transferred to that area.

Load Mission Game / Load Campaign Game

Choosing either of these will bring you to the Race Selection screen. Pick your race by clicking on the head of the race you wish to load. Each race will have 6 slots each with which to save games. Data on the saved games (difficulty level, etc.) can be seen as you pass the cursor over each save slot.

Network

Choosing network will bring you to the Race Selection screen. Pick your race by clicking on the head of the race you wish to play. You will then be taken to the difficulty level setting and then the network play menu.

Options

This takes you to the sound options menu. Here, you can choose to have the in-game music or sound effects turned on or off.

Exit

This will quit the game and return you to your operating system.

Difficulty Level

After choosing your race in either New Mission Game or New Campaign Game, you will be asked what difficulty level you wish to play the game at.

EASY — means that the game is substantially easier. You start each level with more money, enemies are easier to kill, and your units are tougher. The Mission game in this mode is limited to 15 levels.

MEDIUM — means that the game play will be challenging, yet enjoyable for the majority of game players.

HARD — means that the game's completion will only be attainable to those players who are experienced in Conquest Earth.

Interface information.

When Conquest Earth is played from the perspective of Earth vs. Jupiter, you will be presented with the game screen right. The interface consists of the three information windows on the right, where in-game FMV, radar and information are displayed. The panel at the bottom is where you give your forces their instructions.

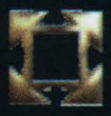
Moving the viewing area.

By moving your mouse cursor to the edges of the game window, you should find that the map will scroll around. To stop it scrolling, return the mouse pointer to a more central area.

Giving orders to your units.

In Conquest Earth, the mouse buttons generally perform the following actions. The left mouse button is used for deploying and firing, and the right mouse button is used for selection and moving. The Earth force units can be controlled in two ways.

- The directive approach, where you select one or more troops and click with the right mouse button to send them to a location, or the left mouse button to tell them to fire at the current cursor position.
- The direct control approach. By clicking twice on a unit, with the Right mouse button, you will assume direct control of it. Movement is controlled with the cursor keys, while aiming and firing is still controlled by use of the mouse.



Bounding box
Selection cursor (gold)

Aerial units only
Selection cursor (blue)

To select a single unit, click on it with the Right mouse button. To select a group of units, press and hold the Right mouse button over a blank area. Then move the mouse. As the bounding box is drawn, you will see the cursor change to one of the two cursors above. The gold icon is for normal selection (ie all units). If the shift key is held whilst dragging, the cursor will turn blue. This denotes that the only units you will be able to select in that area will be airborne ones. (i.e., planes and helicopters)

'Move to' cursor

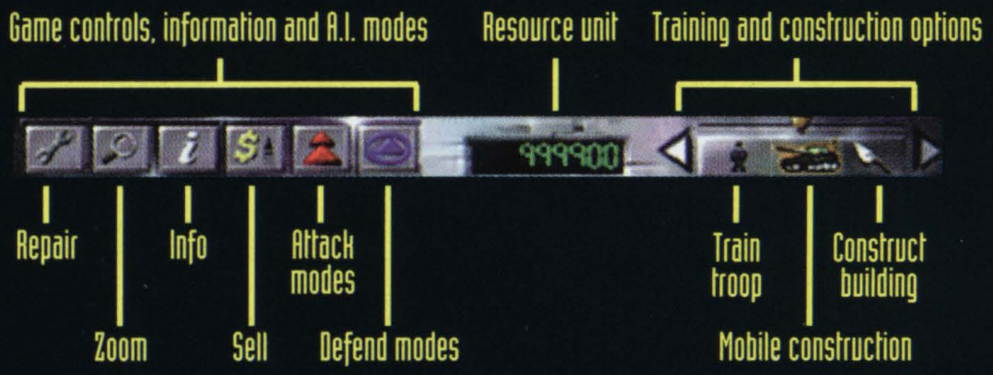
'Can't move to' cursor

'Target' cursor

When you have units selected, the cursor will change to one of those above. The 'move' cursor means when you click the Right mouse button, the units selected will move towards that area. If the cursor is showing a circle round it, then that means you cannot move the selected units to that area. This may be because the area you want to move to is inaccessible. For example, such areas as water, a pit, a rocky area etc. To deselect a unit, or groups of units, drag-select a blank area of the map with the Right mouse button, or press the Delete key on your keyboard.

The game control panel.

This is where the direction of the your forces really takes place. It can be toggled on or off by holding the space bar. The control panel is split into 3 sections.



Tip: To become adept at playing Conquest Earth, it is essential that you familiarise yourself with the control bar as soon as possible. Take time to learn the techniques involved with construction, repairing and taking active notice of building status. Keep track of units and constructions that are being built and try to familiarise yourself with the time it takes to build them. This will allow you to time your trips back to the barracks and the factory and will make you a more effective director of operations.

The Repair function is used when buildings become damaged. For each Left click, you will do a partial repair, repeatedly Left click with the repair cursor to completely repair a building.

By pressing the Left mouse button on the magnifying glass, the game window will ZOOM in 1 out of the 3 possible viewing levels. Pressing the Right mouse button zooms out. Zooming is only available when you have launched a Communications Satellite and have a functioning satellite launcher, which can beam the images back to you at the right resolutions.

The INFO button, when pressed, will change the cursor into the one on the left. After Left clicking on a unit or building, the bottom-right window will show you detailed information about its current status. E.g. Efficiency, sale value, current state of repair.

The SELL icon allows you to sell buildings and recoup some of your funds. The cursor will then change to the one shown on the left. Then merely Left click on a building to sell it.

The money gained depends on its state of repair. Clicking the Right mouse button then cancels 'sell' mode. (Tip: If you know a building is going to be destroyed by a group of aliens you could sell it to get some funds back, rather than let it be destroyed and get nothing!)

ATTACK. This option brings up more icons to select the advanced attack modes.

DEFEND. This option brings up more icons to select the advanced defend modes.

Resources.

During the game, you will be allocated funds. This amount will vary from mission to mission, and will be affected by the following factors:

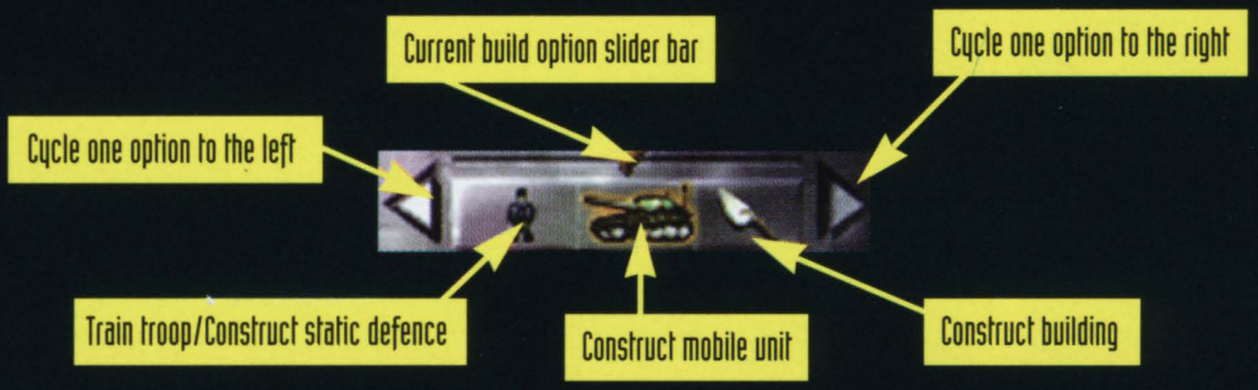
- Difficulty level. On hard level, your funding will be less and game success will only be achievable through careful financial management.
- Population morale. If you are doing badly and the world is increasingly polluted by the alien generated sulphur clouds, or you are incurring substantial civilian casualties either as a result of the sulphur, or as a direct result of alien attacks, then the funds available for impending missions will be less. This is only seen in the Campaign Game.

Recruiting troops and constructing vehicles.

To recruit new troops to aid in the war against the Jovians, it is necessary to have three things. A working Power station, a barracks and enough funds to train the troops for combat. Initially, the troop training options will be limited to one of three skills. They are 'Private', 'Grenadier' and 'Bazooka man'. Each increasing in attack ability and cost. Constructing vehicles is based upon much the same idea. You will need to have a factory and enough resources to fund the construction of the unit. Initially, the number of structures available for construction is limited.

Training and Construction options.

The third section of the main game control panel is taken up by the training and construction options. This is where orders regarding the recruitment and training of troops and where the plans for building construction take place.



Selections can be made in one of two ways. Firstly, by use of the two large arrows on either side of the construction box. These cycle through the currently available training and construction items. The unit itself is shown in the bottom information window. When you are happy with your selection, moving the mouse pointer into the main game window will put you in 'place' mode. A shadowed placement shape will then be moveable by the mouse, the Left button then selects the plot for the building's construction. If a section of the plot falls on an inaccessible area, such as water, rocks, or river, then it will be tinted red, to show you that placement is not possible.

Construction CAN be built

Construction can NOT be built

The second method of building is activated by merely clicking and holding the Left mouse button down on one of the three construction types. A construction grid will then appear, whereby you just select the unit you want to train/build and release the button. The resulting action is that you will enter 'place' mode as before.

Scaffolding is laid down....

then the building is erected in its place

After the building site has been selected, scaffolding will be built. This will then be slowly replaced by the construction itself. Remember that buildings built a long way away from your power source will be less efficient than ones built in close proximity. To repeat building the last troop, vehicle or structure you built, simply hit the "L" key.

Repairing buildings.

Clicking on this icon will put you into 'repair' mode and will change the cursor to the one you see on the left. Clicking on any building when in repair mode will then attempt to repair some of the damage the aliens have caused. The faster you click on it, the faster it repairs. The amount of funds the repair will take is very much dependent on the value of the building itself, and how much damage it has sustained. Right clicking will cancel repair mode and return you to the normal game state.

Advanced orders.

By default, in Conquest Earth, all units that you train/build will start in a standard defence mode, where they will fire upon any enemy unit within range of their weapon. This is all well and good if all you wish to do is defend your own base. However, this is not always the case! There are a couple of ways to change the orders of units in Conquest Earth. In the main game panel, you will find that there are two options to the left of the first group. They are the ATTACK and DEFEND mode buttons. When clicked, these both produce other options that refer to more advanced orders that you can give to troops and units.

Aggressive instructions.

When selected, the `attack' mode icon will bring up a small sub-menu of further options.

ATTACKING ORDERS

RAMPAGE! Only available on the 'Easy' difficulty setting. When used correctly, this mode can cause havoc! When units are put into `rampage' mode, they will go and attack enemy units nearby or strategically further away to their current location. If successful, they will go and attack another target and so on. The disadvantage of this mode is that units can be drawn away from an area they were meant to defend, thus leaving it exposed to alien attack. An advantage of using `rampage' mode in

Conquest Earth is when the alien forces are overwhelming and there is no obvious way to retaliate. Units on the rampage will at least hold up the advancing Jovians, allowing you a little time to think and plan your counter-strategy.

SEEK & DESTROY. By selecting this option and Left clicking on a target it makes the currently selected units `seek & destroy' that target. Nothing will hold them up and they will NOT defend themselves if attacked. Their mission is to destroy their target and nothing will distract them from that. An example of when to use `seek & destroy', is when it is essential to remove an alien, or alien structure that is either in the way, or is causing too much damage to be ignored any longer. Any units sent on a `seek & destroy' mission will make no attempt to defend themselves and are completely focused on completing their objective.

HUNT. By selecting this and then Left clicking on an alien target, the currently selected units will attempt to `hunt' their quarry. Any units put into `hunt' mode WILL defend themselves if attacked. An example of when to use this method is perhaps when you want to take out an enemy structure, but need to carve a path through the alien's defences on the way there, so as to allow your forces easier passage into the heart of an alien base. The units you send on the `hunt' mission will make their way toward their target, but if they encounter any aliens on the way there, they will return fire.

NOTE: There are shortcut keys for all these modes. (See keyboard shortcuts section.)

Defensive instructions.

The DEFEND button brings up the following set of options

ESCORT. By selecting this mode, you are instructing units to look after another unit, follow it wherever it goes and attempt to defend it from any enemy aggressors. Usage is as follows.

1. Select one or a group of units.
2. Select DEFEND -> ESCORT.
3. Left click the unit you want to be escorted.

This is a very, very powerful order and can turn a battle around quite quickly when implemented with a little guile and forethought. An example of simple `escort' usage could be in the support of troops that have great skills, but little defensive ability, such as an air purifier, who would otherwise be picked off as soon as an alien caught sight of him. With an escort of a couple of troops and perhaps a 4x4, his chances of survival are greatly increased.

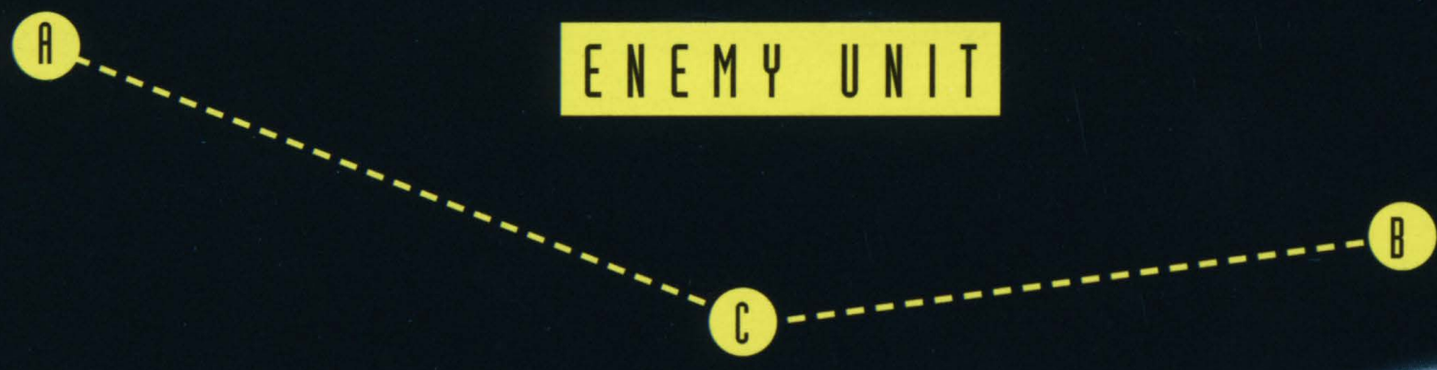
DEFENSIVE ORDERS

GUARD. This mode instructs units to hold their position unless an enemy comes too close, upon which it will attack the enemy. Commonly, this order is best utilised in conjunction with setting 'waypoints'. E.g. You could set a patrol path around an area of fields in front of your base. Should an alien patrol step into that field, your troops would engage, and you would have a form of early warning that an alien assault could be imminent.

ASSIST/HELP. When units are put into 'help' mode, they remain stationary and in a semi-guard mode. If they hear someone nearby in trouble, they will make haste to their location and attempt to rescue them from their assailants. There are a number of strategies that will necessitate careful usage of the 'help' defence mode and indeed, when used carefully, it can keep your base safe. An example of which is in guarding a section of your bases perimeter sandbag wall. You could have a corner, with two small legions of troops. One guarding each section of wall. Then set a further group of troops a little away from the perimeter, behind your existing guarding troops. If any one side is then attacked, the troops set in help mode will go and support those under attack. The disadvantage of setting too many units in help mode is that you start to lose control over where they are. They can also be dragged away easily by decoy attacks, so take care!

Setting Waypoints.

When instructing units to move around the map, it may sometimes be desirable for them to go from point A to B, but via point C. Normally this would only be possible by either hoping your units passed through point C, or by making them go from point A to C. Wait until they get there, then set their second destination.



Having waypoints has two distinct advantages. Firstly, it allows you to dictate an exact path that you want your units to follow. i.e. see example above, A to B via C. Secondly, it allows you to create patrol routes for units to follow. A good example of this would be to guard the perimeter sandbag wall around your main base. In Conquest Earth, you can set up to 6 `waypoints' for units to follow through, so that fairly complex patrol routes can be made.

Waypoint path construction

To set `waypoints', merely hold the Left CTRL key and click with the Right mouse button. A small circle will appear where you click to indicate the fact that you've selected a `waypoint'. In addition to this, by Right clicking on top of one of your existing `waypoints', you can force the units to follow this path and loop back around when it gets to the end, following the path indefinitely. The circle goes red to indicate that the path loops. Good strategic examples of the uses of waypoints are:

1. Ambushes. More complex path usage can draw aliens into an area, where you then let your other forces overwhelm them.
2. Multi-point attacks usually known as `Pincer movements'. By careful setting of waypoints, you can divide the focus of your assault and attack the enemy from more than one direction.

Clicking on ANY waypoint will force the currently selected unit(s) to loop to the waypoint checked for the 2nd time. The advantage to this is so that you can send units to an area somewhere at the other end of the map and then let them patrol through a smaller circle of waypoints well away from where they started. Without having to return to their original position, units will be patrolling the target more intensely.

Unit status.

When selected, each unit will show a small bar above it. This is an indicator that shows the unit is selected and it also shows its current status. A full bar means that, in the case of a trooper, he is in good health. A full bar above a structure indicates that it is in perfect shape and working to its full capacity. As a unit comes under attack and starts to sustain wounds or

damage, then the status bar will shrink. If the status bar reaches zero, then the unit will die (if a trooper) or explode (if a construction). Troops in poor health can receive medical attention if they pick up a medi-pack. These are dropped by the helicopter.

Selection Groups

Units in Conquest Earth can be assigned to teams of any size, up to five teams can be created and units are not limited to the number of groups that they can belong to.
To make a selection group:

1. Select one or more units. These can include troops, vehicles, or any combination. You may not however, mix air units with ground units.
2. While holding down the SHIFT key, press the number key "1" to "5". This assigns the currently selected group to that number key.

To recall a previously made selection, simply press the number key you assigned them to.
Selection groups are useful in a number of aspects. First, it allows the rapid selection of units that are at either end of a larger terrain. They also speed up the attack coordination process. By dividing your main force into a couple of selection groups, you can easily position them.

How to use the helicopter

Ref 1

1. Land a helicopter on a helipad.
2. Select the helipad by clicking on it with the Right mouse button.
3. You will see the helipad icon appear in the control panel at the bottom of the screen. (ref 1). By Left clicking on this, the mouse pointer will turn green and you will see another set of options.

Ref 2

4. To select medical supplies as the payload click on the medi-pack icon (ref 2).
5. Then fly the helicopter over to the troop that is wounded and drop the medi-pack near to him.
6. Walk the troop over the top of the pack to replenish his health N.B. Tanks can be repaired in the same way, they take supplies and machine parts from the general purpose medi-packs.

Fuel.

Some units have limited fuel supplies. These units have a second bar under the health bar, this will show its current fuel levels. The Harrier jump jet and the Hind helicopter in Conquest Earth run on aviation fuel, stored in the Helipad. Refuel simply by landing on it. If a unit such as a tank is running out of fuel, then follow exactly the same procedure as you would if it were a wounded man. Except this time, instead of Left clicking on the medi-kit to stock the helicopter, select the fuel drums icon. Tanks have a backup power source that will allow them to move, in slow small bursts, when they run out of fuel. When this happens, collect a fuel drum as soon as possible!

Re-arming.

As well as fuel, some mobile units, such as tanks, have limited ammunition that will need replenishing. The payload of a helicopter is limited and they can only carry small amounts of fuel, medi-packs or ammunition. Follow exactly the same procedure as you would if you were to re-fuel a unit, except instead of Left clicking on the fuel drums to stock the helicopter, select the ammunition icon. Do not worry about the type of ammunition you drop. The helicopter pilot will ensure that the correct ammunition for each unit is dispatched.

Re-arming Harrier jump jets.

Harrier jump jets, like the Hind supply helicopters, have limited payload capacity, which will need to be replenished. To re-arm a Harrier:

1. Land a Harrier on a helipad.
2. Select the helipad by clicking on it with the Right mouse button.
3. Again you will now see the helipad icon appear in the control panel at the bottom of the screen. By clicking on this, you will see another set of options.

Harrier re-arm options

This icon will arm the Harrier with AG-RAM air-to-ground rockets. The Harrier is capable of carrying many of these missiles due to their light weight

This icon loads the Harrier with heat-seeking air-to-surface missiles.
These pack a punch similar to AG-RAM's, but are significantly more expensive, due to their heat seeking nature.

The 'Durandal' bomb is a very big, heavy bomb capable of causing severe devastation to even the hardiest Jovian defences. Its heavy weight limits the Harrier to a maximum payload of 3.

The ultimate destructive power that the Harrier can carry is the awesome BL-755 bomb. This bomb has been redesigned with the Jovians in mind and so now carries a new threat. When released, it explodes in mid air, releasing a myriad of incendiary bomblets that will be sure to torch both alien troops and craft to great effect.

Launching satellites.

In Conquest Earth, you have the ability to launch satellites into orbit around the globe.
However, this depends on you having a satellite launching gantry:

1. Select the gantry by clicking on it with the Right mouse button.
2. The icon left appears in the control panel and by clicking on it, another set of options will pop up.
3. Selecting one of these satellites will launch the selected rocket into orbit.

Selecting this icon will place a weather satellite on the launch pad. When operational, this satellite will provide information on the location of the source of the sulphur. This is only available in the Campaign Game

Selecting this icon will prepare for launch a geological satellite who's purpose is to show you a 3-dimensional scan of the terrain. This will show where the alien bases are, and where underground Silicon deposits lie.

Launched by Left clicking this icon is a weapons satellite. It will go into orbit and will become available for use once every 24 hours as it orbits the Earth. When the satellite is approaching your geographical location, a warning will appear in the status window so you can prepare for its arrival (i.e. get important units out of the area you want to hit with the laser sat.). When it finally arrives over your position, the map will zoom out and you will assume direct control over the satellite as it drifts over the stratosphere. The Left mouse button will activate the satellite's laser. You have no control of the West-East movement, but you can affect the North-South movement by pressing the "Q" (North) and "Z" (South) keys.

Laser Satellite firing

Base Defences.

In Conquest Earth, constant Alien attack means that sometimes planning strategies becomes difficult due to the hectic nature of the game. There are a number of facilities at your disposal for defending your base. They are:

- Sandbags. Laying sandbag walls will hold back aliens for a limited time. Keep them repaired where necessary and fill the gaps where your walls become breached.
- Bunkers. These can fire in four directions and are quite effective due to their rapid rate of fire nature. Their disadvantage comes with only having limited firing range.
- Guntowers. These can fire over much greater distances than the bunkers.

Sandbags.

Laying of sandbags is performed by;

1. Select sandbags in the construction section of the control panel.
2. Move the cursor over the area of the map where you wish to place the sandbags.
3. Repeatedly click the Left mouse button and draw the paths you would like the sandbags to follow.

The path that you draw will be filled with small slabs to show the builders where to place the sandbag walls, then a short while later, an engineer will come and build them up for you. (Assuming you have one trained!)

In-game communications and viewports.

On the right of the playing area are three windows, or `viewports' as they are called. The lower one, as you already know, is used for information and status display purposes. The other two are used for `tagging'. This is a process which facilitates viewing of other areas of the map other than just the one in the main window. Tagging viewports is dependent on the fact that you have some means of in-level communication. For example;

- A communications dome. This is an expensive building that allows countrywide communications. A unit in ANY area of the current level is perfectly visible when tagged in a viewport window.
- Communications trikes. Instead of being a single static building, these vehicles act as mobile comms units. They also drop small communications dishes which are much less expensive than communication domes, but have the following limitations.

1. Due to their size and weight, a trike can only carry three communications dishes.
2. Range. The communications dishes are very limited in providing visibility for viewports. Tagged units can only travel a limited distance from communications dishes before the viewport starts to receive interference and static.

To tag units for watching in viewports press the Right CTRL key and move the cursor over the desired unit. If you then want to watch another unit, you just hold the Right CTRL again and move over it. This is then visible in the middle viewport. If a third unit is then tagged, it replaces the one that occupied the top viewport and so on. Once a unit is tagged, you can 'jump' its view into the main play area by clicking on the small tab beside the viewport. Viewports are extremely useful for strategic planning. You can watch a unit that you send out as a 'probe' whilst continuing to build up base defences. Alternatively, whilst actively controlling a group of units whose task it is to take and hold a bridge on one part of a level, you could tag a bunker on the edge of your base and be able to instantly see if and when it comes under attack. Instances such as the ones highlighted should give you some idea why it is vital to keep a careful eye on your communications building and make sure it is well defended at all times. Bear in mind that should your power station become damaged, this will also effect the efficiency of the communications building to the point that the viewports may stop functioning.

Viewports

Viewports can be cleared by Right clicking on the corresponding viewport tab. In addition to this, the PGUP and PGDN keys quickly jump to the view of the tagged unit in the top and middle windows respectively.

Sulphur clouds.

Alien sulphur generator

Some maps are covered by a thick toxic cloud of sulphur which will obscure the view. This is a consequence of one of two things. Firstly, there may be an alien sulphur generator on the level and it will become essential that you knock this out as soon as possible. This will ensure that the population of the surrounding area won't be poisoned. The other reason is that a sulphur generator in a nearby country is converting oxygen into sulphur and the toxic cloud it has created has been blown over your current battle area by the wind . There are two methods for dealing with sulphur clouds on a level. Firstly, you can build an air purification unit and secondly, you can train sulphur purifier troops, who's sole purpose it is to launch oxygen cannisters that neutralise the effect of the sulphur. Take a few of these along to escort a group of grenadiers and they will automatically clear sulphur ahead of your platoon.

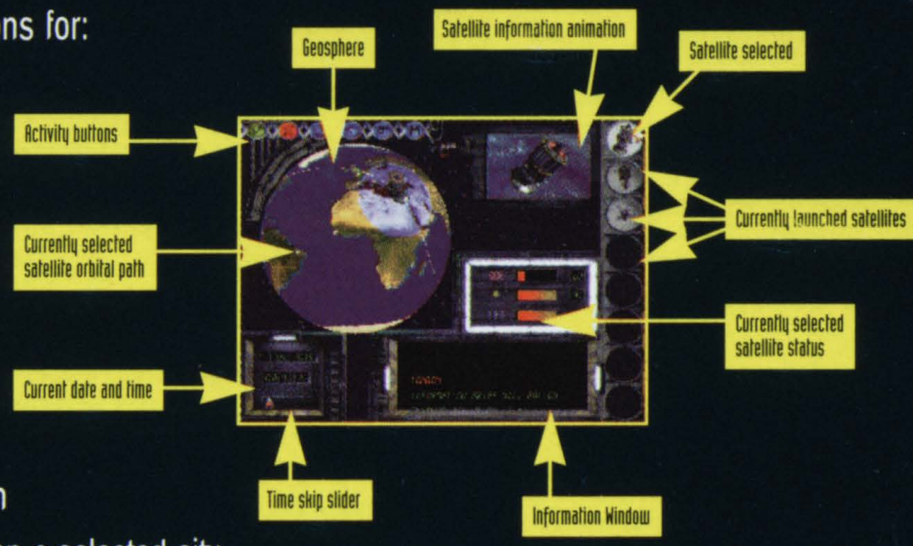
The Campaign Game

There are two ways to play Conquest Earth: Mission-based, where, as mentioned previously, the game handles all the non-combat decisions for you and you are assigned missions by UN Command. The other way to play is the Campaign mode. This is where the gameplay shifts more towards the thinker. Between each mission, you will make a number of decisions that affect the next battle, and global decisions that affect the world as a whole.

World View Screen

This is the screen where most of your non mission-specific, strategic, planning is done. It is made up of a number of panels, each of which contains data that will become vital to you in your war with the Jovians. The world view screen can basically be split up into three main sections: the Satellite section, Information section, and the Time section.

In the top left hand corner of the screen there are six icons for:



GO — This launches the ground-level part of the game in the current location

EXIT — Clicking here returns you to the Main Menu.

R&D — This icon, when clicked, takes you to the Research & Development screen.

TRANSFER — This brings you to the Transfer Units screen.

GEODATA — When you have a Communication Satellite in play, this icon will get you vital information on a selected city.

SAVE — This takes you to the save game screen.

In the lower left hand corner of the screen is a panel that displays the current game time and date. The slider bar here controls the game's time-compression function. The extremes of which refer to:

Slider Left — 1 second of game time = 1 second of real time

Slider Right — 24 hours of game time = 1 second of real time

The window in the lower middle of the screen is where the global information is shown. Here, it tells you where various technology has been developed and/or built, what city is currently requesting defensive action, and the status of the currently selected city. R&D information only updates every 24 hours.

The window to the right of the geosphere shows the currently selected satellite's status. The SPEED bar is the only one of the three that is adjustable. Increasing the currently selected satellite's speed will make it move more quickly in orbit and will, as a result, circumnavigate the Earth in less time than it would do otherwise, this allows for you to get information quicker, and have the possibility of getting more shots in a battle out of a Laser Satellite. The downside to this is the fact that in going faster, the satellite also uses up fuel at a faster rate. The simple rule of thumb is: FASTER = LESS EFFICIENT. SLOWER = SLOWER INFO UPDATE.

The LIFESPAN bar relates to how much time is left in the satellites ability to remain in orbit. General wear and tear, component burn, and space debris all affect this.

Satellites

The Weather Satellite.

When launched into orbit, this satellite provides information on where sulphur clouds are and more importantly, where they're being generated from.

The Geological/Communications Satellite.

This satellite provides two invaluable functions for you:

1. It gives you information on a city's Research & Development programs.

On the geosphere itself, you will see the major cities as spheres on the map as the satellite passes overhead. The left hand side of each sphere is the amount of research that that city's scientists are involved in. When this side turns yellow, it means that the research they were pursuing has been completed. The right hand side of the city sphere is the development indicator. As before, this shows when the development has been completed. 2. The satellite also allows you to do a geological survey of a region. The purpose of this is to see where any silicon deposits may lie. Knowing this is helpful because it might give you an indication as to where the aliens are likely to attack, and will, as a result, allow you to prepare for the impending assault.

The S.D.I. Laser Satellite

This is one of the most awesome destructive weapons available to the Earth forces. Originally designed back in the cold war era when NATO and the U.S.S.R. were engaged in a race of fear, this satellite was part of NATO Strategic Defense Initiative program. It would be used as a defensive unit that could target and destroy Soviet nuclear missiles before they got a chance to hit NATO countries. Today the cold war is over and the S.D.I. program has been decommissioned for years, but the plans for this satellite have recently been found and a new version is available to you. Take extreme care when firing this state of the art laser, as it will make no distinction as to what it destroys, friend or foe!

Using the S.D.I. laser satellite is merely a matter of:

1. Launching it into orbit. This is done from within a mission providing you have researched the Satellite Launcher and the S.D.I. Laser Satellite, and that you have the funds to build the launcher during the mission.
2. Repositioning the orbital path so that it will fly over you next mission location.
3. When in the next mission, you will get a warning that the satellite is overhead. The game will then pull back to a minimum zoom level enabling you to see most of the battlefield. You now have partial control over the satellite. As it passes overhead from West to East at a constant speed, you will be able to affect it's North and South movement by use of the "Q" and "Z" keys. Firing the laser is merely a matter of pressing the Left Mouse Button.

Research and Development

When playing the campaign game, your most critical duty is to research and develop new equipment to help you in the war against the Jovians. You can access the Research and Development screen by clicking the icon at the top left of the World View screen. This screen comprises of four main areas. On the left is a list of cities on Earth that you have the ability to research and develop in. Clicking on one of these makes it the currently selected city. At the top left of the screen is a window where you will find info on the currently selected city.

The arrow on the wheel in the centre is for appointing time between Research and Development. The more you adjust the arrow to the left the more effort is put into research, and vice versa. The box at the bottom of the screen houses two lists. The one on the left is a research list. This shows you which technology and troop development is available for you to research. Once developed, this will then become available to develop (or train, in the case of troops) in that city. The development list is on the right, and can be accessed by clicking on the box showing you what you are currently building or by pressing the SPACE bar. You can change the currently highlighted selection in either box by using the Left and Right arrow keys to spin the icons to the left or right. To select the currently highlighted icon, simply click on it with the Left mouse button. The green button at the top of the screen, as always, is ACCEPT, and the red button is CANCEL. Once accepted, your options will be put in motion and you will be notified on the globe screen when the research or manufacturing is complete. To gain the ability to research and develop in another city, you need to build a powerplant in any of your cities that you control and transfer it on the Transfer screen to a city that you do not control.

Transfer Screen

You have the ability to transfer units from one city to another. On the World View screen in the top left corner is an icon with arrows on it. Left clicking on it takes you to the transfer units screen. On this screen you will see a large flat map of Earth, with the major cities on it. Clicking on a city will bring up a list of units stationed in that city in the window at the bottom of the screen. To transfer the stores of one city to another simply Left click on the origin city, then Left click on the transfer icon (the one with the arrows), and finally Left click on the destination city. To bring a city permanently under your direct control, and gain the ability to research and develop there, you need to transfer a powerplant into a neutral city. You may then allocate R&D for that city as you did for your starting cities. You may perform some temporary R&D in a city by transferring individual units into the city. The city will then become green and you can allocate R&D, but once you transfer the units out of the city, you will no longer be able to perform R&D in that city. When you transfer units to a city, you must transfer all the stores from one city to the next. When a city is attacked, you may transfer more units into that city for it's defense. These units are then free, i.e. when built, no resource points will be deducted.

Under Attack

When the Jovians lay a city under siege, you are given a warning klaxon and the affected city then begins to flash red on the map. At this stage you have a few options. If you ignore the attack, then the aliens will kill off the humans in that area in a few days, removing the city from the map and the game. A Sulphur cloud will then generate from that city and drift according to the wind conditions. Your second option is an immediate response. Go to the Transfer Screen, and transport the troops and equipment you feel will help you win the mission that is selected. Remember you must transport all the units from one city to the next, so it's smart to keep something in reserve in other cities just in case you are wiped out in the mission by the Jovians. Then, with the attacked city selected in the World View screen, Left click the Green button in the upper left hand corner of the screen to take you into the battle.

The final option is the riskiest. Since you want to take your most advanced tech into a mission, you may wish to wait a day or two for some current development to finish up, and transfer it along with your other troops. The risk here is twofold. You may misjudge the time it takes to finish something up and lose the city, or the Jovians may have such a stranglehold on the city when you arrive that it would be nearly impossible to win.

When you arrive in a city, you will only be able to build technology that the particular city has researched (providing the aliens have attacked a city that you control), and technology that you transported into it. In addition, technology, troops, and vehicles that you transported into the city have the first ones built for free (to represent the transporting of actual units into the battle). For example, if I am attacked, and I transport a Bazooka man, Landing Pad, and a Harrier into a city, I will build the first Bazooka man, Landing Pad, and Harrier at no cost. Subsequent units of the same type will cost the normal amount though.

Be warned however that you must have the ability to build a particular unit in order to get it, even if your first one is free. In the above example, I would not get any Harriers if I did not transport the Landing Pad as well, because in order to build the Harrier, I would first need to build a Landing Pad.

Dealing with Pollution

When your cities are under the effect of a Jovian Sulphur cloud, the population will steadily decrease. When your population is entirely killed off, the city will be removed from the map, and the Jovians will have control over it. When a city is under the effect of sulphur, it will flash on the World View screen. At this point your options are limited. You can try to reduce the rate at which your population dwindles by using the Transfer screen to transfer an Air Purification Plant into the affected city.

Saving

You can save the current state of the campaign by Left clicking on the disk icon in the upper left corner of the World View screen. This will take you to the save game screen, where you can have up to 6 games saved simultaneously. By moving the cursor over each slot you can get some data on the game you saved (difficulty level and the game time which you saved it at).

Aborting and restarting the current campaign

Clicking on the Red X icon or hitting ESC will ask you to confirm aborting the current campaign. Hitting "Y" or clicking Yes will bring you back to the Main Menu.

Network Games

To play a multiplayer game in Conquest Earth you must have between 2 and 8 players and at least 1 player of each species. i.e. 1 Jovian and 1 Human player minimum.

After clicking the Network menu option, you will be prompted to enter your name. This will be the name you are referred to in game and can be a maximum of 10 characters.

If you are the first player in the Network Lobby, you will have a blank list of network games available. Click on NEW GAME and type in a name you wish to call your network game. You will then be asked what level you wish to play. Enter a number between 1 and 26 to correspond to the map type that you will be playing. If there are already games available in the lobby, simply double Left click on the one you wish to join. Your name will be added to the list of players in a particular game.

Once in the Lobby you can chat to one another by either Left clicking SEND MESSAGE or hitting the 'S' key to send a message to other players.

If you have set up the particular network game, and you have the desired number of players, it is now your job to start the game. Simply Left click on the START GAME text at the bottom of the screen, and the chosen level will load on everyone's machine. While playing a network game, you may notice some differences. First, you will have a 'hierarchy' of how you can build particular units, this is the same as seen in the Campaign game, where you must first build a particular unit in order to build a more advanced unit. You will notice that the prerequisites in the campaign game and in the network game are identical.

Also, the first Human player and first Jovian player become the commanders of each force. These players control the finances. The rest of the network players become generals who need to have buildings and units transferred to their control. Transferring during network play is a simple matter of selecting units and/or buildings, and pressing F1 to F8 to transfer the selected group to a player's control. You can get a list of which number refers to which player by hitting the '?' key within the game.

Purchase point

Electricity Power Station

POWER USAGE: N/A
DEFENCE: Medium / COST: 700 Units
This unit is used to generate power for the other structures on the level. The further away structures are from the power station, the less efficient they become. An extension can also be built onto it for increased output.

Satellite Launcher

POWER USAGE: 250,000 kWh
DEFENCE: Light / COST: 1200 Units
This structure is used to launch satellites into Earth's orbit. They are weakly defended but by deploying satellites early, this expensive building can help show you where sulphur pollution is affecting your cities.

Helipad

POWER USAGE: 80,000 kWh
DEFENCE: Light / COST: 1200 Units
The helipad is the building used as a re-fuelling and re-arming base for the helicopter gunships and the harriers. It is not heavily defended, so keep a careful watch over it.

Weapons Factory

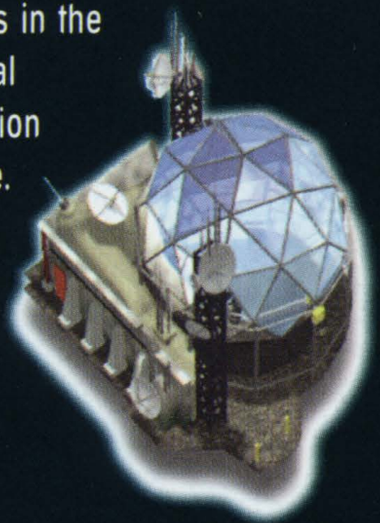
POWER USAGE: 130,000 kWh
DEFENCE: Heavy / COST: 1800 Units
A vital element of the war. All ground vehicles are created in the factory. It uses up vast amounts of power and material resources, but is an essential building and its protection should be of paramount importance.

Barracks

POWER USAGE: 35,000 kWh
DEFENCE: Medium
COST: 1500 Units
This building is used to house and train troops in preparation for war.

Communications Dome

POWER USAGE: 175,000 kWh
DEFENCE: Light
COST: 800 Units
Albeit weakly defended, this building is indirectly one of the most powerful buildings in the war and should be protected as such. It is used to 'tag' a view onto a unit or building and follow its progress in the game, allowing a visual and immediate indication of when it is in trouble.



Air Purification Plant

POWER USAGE: 20,000 kWh
DEFENCE: Medium / COST: 800 Units
These units take the poisonous sulphur found in the atmosphere around the current mission level, and convert it into clean air that humans can breathe.

Gun tower

POWER USAGE: 20,000 kWh
DEFENCE: Medium / COST: 1000 Units
These eye in the sky posts provide excellent protection against attack due to their ability to rise up above trouble and strafe down, scything through anything that comes within their range.

Machine Gun Bunker

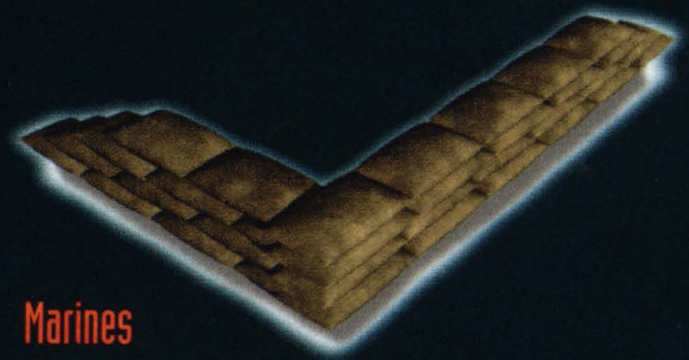
POWER USAGE: 20,000 kWh
DEFENCE: Heavy / COST: 600 Units
Able to fire from all sides simultaneously, the bunker is a powerful addition to the Earth forces arsenal. It is, however, slow to build so planning defences early is essential.

S.A.M. site

POWER USAGE: 10,000 kWh
DEFENCE: Light / COST: 1000 Units
The SAM sites provide surface-to-air cover against alien Gliders, who would otherwise terrorise any unprotected area.

Sandbags

POWER USAGE: N/A
DEFENCE: Light / COST: 50 Units
The sandbags provide some light defence against attack, however, they can be breached easily and so careful observation of your perimeter is necessary to ensure security.



Marines

WEAPON: Sub-machine gun
WEAPON RANGE: Short
RECRUITMENT COST: 100 Units
TRAINING TIME: 16 hours
UNIFORM: Green jacket, Brown/Green camouflage trousers. Privates are the fastest troops to train as their skills are limited to the firing of machine guns. In numbers, they are effective against most ground based assailants.

Grenadiers

WEAPON: Hand grenades
WEAPON RANGE: Medium
RECRUITMENT COST: 200 Units
TRAINING TIME: 22 hours
UNIFORM: Blue jacket, Brown/Green camouflage trousers.
These bomb throwing guys really can cause havoc when used against closely grouped adversaries.

Bazooka Units

WEAPON: Bazooka
WEAPON RANGE: Medium
RECRUITMENT COST: 500 Units
TRAINING TIME: 26 hours
UNIFORM: Red jacket, Brown combat trousers.
Bazooka wielding troops are deadly against any form of alien vehicles, but less so against the thick exo-skeletons of the aliens themselves. Their slow reload time is a disadvantage.

Mortar troops

WEAPON: Mortar
WEAPON RANGE: Medium/Long
RECRUITMENT COST: 500 Units
TRAINING TIME: 26 hours
UNIFORM: Grey top, Dark blue/Light blue camouflage trousers.
Troops armed with mortars can provide excellent long-range cover fire for an assault. The heavy, high-explosive shells that the mortars fire can cause severe destruction, but their weight causes them to become a little inaccurate over longer distances.

Flamethrower troops

WEAPON: Petroleum flame thrower
WEAPON RANGE: Short
RECRUITMENT COST: 300 Units
TRAINING TIME: 18 hours
UNIFORM: All white flame-retardant suit.
These troops are highly effective in short bursts against waves of higher ranking aliens that perhaps some of your other troops have trouble in dealing with. Their liability lies in the limited amount of fuel they can carry.

Air Purifiers

WEAPON: N/A
WEAPON RANGE: Short
RECRUITMENT COST: 300 Units
TRAINING TIME: 6 hours
UNIFORM: Yellow jacket, grey camouflage trousers.

On levels thick with sulphur clouds, these troops are essential for clearing the areas under cover. Take care and protect them as they have no weapon to defend themselves with.

Spy

WEAPON: N/A
WEAPON RANGE: N/A
RECRUITMENT COST: 600 Units
TRAINING TIME: 45 hours
UNIFORM: Dark grey jacket, Brown/green trousers.

Guile, darkness and the art of cloak and dagger are the weapons of the spy. His asset is in the provision of an all-seeing radar with the ability to see aliens that were previously un-detectable. To use the Spy Radar, simply hit Right CTRL with the cursor over a Spy Unit

Construction Engineer

WEAPON: N/A
WEAPON RANGE: N/A
RECRUITMENT COST: 500 Units
TRAINING TIME: 16 hours
UNIFORM: Brown jacket, Green/Brown trousers.

These highly skilled units are adept in building and will scour the map looking for unfinished constructions to complete.

Mobile Multiple Rocket Launcher (Hydra)

WEAPON: Armour piercing rockets
WEAPON RANGE: Medium
ARMOUR: Medium
CONSTRUCTION COST: 1000 Units

These medium tanks are useful multi-purpose attack vehicles. Neither fast nor heavily armoured, this workhorse is never-the-less good in general combat and won't break the bank.

Flame-thrower tank (Dragon)

WEAPON: Flame-thrower
WEAPON RANGE: Short/Medium
ARMOUR: Medium
CONSTRUCTION COST: 1500 Units
This is the best armoured assault vehicle that Earth has. It is quick and very good at carving through any alien form of ground attack, the only disadvantages being high cost and limited fuel.

Heavy tank (Gorgon)

WEAPON: Explosive shells
WEAPON RANGE: Long
ARMOUR: High
CONSTRUCTION COST: 1200 Units
This is a highly effective vehicle capable of battering through even the strongest alien resistance due to its howitzer like shells. It is slow and as a result guzzles fuel, so is most effective in attacks relatively near to home.

Armoured 4x4 Jeep

WEAPON: Rapid-fire machine gun
WEAPON RANGE: Medium
ARMOUR: Low
CONSTRUCTION COST: 500 Units
The off-road 4x4 is an effective long range vehicle with a very accurate rapid fire machine gun on the roof. Designed with the two-fold purpose of troop support and reconnaissance, they can also be used as quite an effective base defence.

Trike Mobile Communications Unit

WEAPON: Satellite dish
WEAPON RANGE: Medium
ARMOUR: Low
CONSTRUCTION COST: 300 Units
Fast and nimble, the three wheeler is an effective stop gap communications provider, used when finances cannot stretch to the cost of a communications dome. The communications dishes that the trike drops have quite a limited range.

Harrier jump jet

WEAPON: Maverick, Sidewinder, Durandal and BL-755 bomblets.
WEAPON RANGE: Short
ARMOUR: Low
CONSTRUCTION COST: 2000 Units
VTOL rapid-strike aircraft whose correct deployment can decimate enemy forces with ease. Its versatility is in armament adaptability and speed.

Mil Mi-24D Hind-D support helicopter

WEAPON: N/A
WEAPON RANGE: N/A
ARMOUR: Low
CONSTRUCTION COST: 800 Units
Designed primarily as strike helicopters in the mid 1970's, the role of these fast `copters has changed to that of a supply unit.

Weather Satellite

LIFESPAN: 96 days
This is used for globally locating and displaying the position of Alien generated sulphur clouds.

Geological Scanning Satellite

LIFESPAN: 128 days
This shows information about the population centres the satellite is orbiting over.

S.D.I Technology Satellite

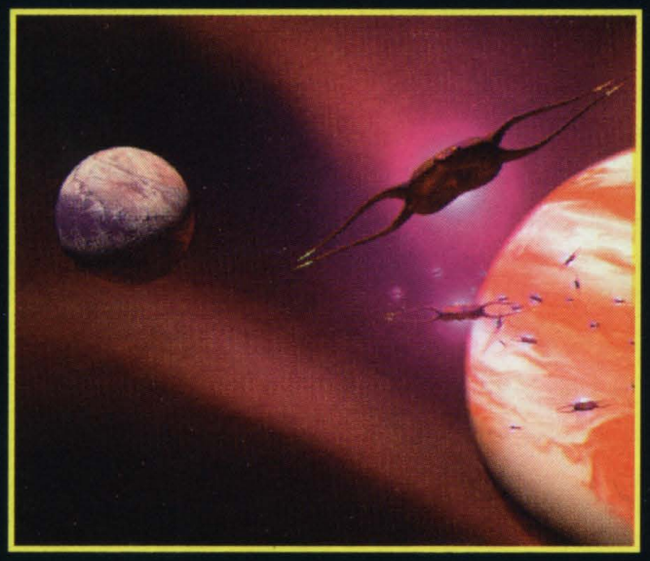
LIFESPAN: 96 days
This satellite has been developed from designs that were previously thought lost from the now decommissioned S.D.I project. This satellite is the most powerful weapon Earth has. Care has to be taken however, as this can destroy both friend and foe!

ALIEN INSTRUCTIONS

History

36 hours ago, most of the southern sector of the mother world, Jupiter, had been infected by a virus. 16 hours later, 85% of the population had been wiped out, with more dying by the day. There had been what we originally thought of as a comet, fall to Jupiter in a spectacular fireball. Everyone was talking about it, commenting upon its vibrant and spectacular descent as it plummeted from the heavens. Meteors usually fall in small showers at this time of year, none ever being of any size or consequence, or of such beauty as the one that fell a few nights ago. The majority of which are merely fragments of one of the many satellites orbiting the mother world

Some are distant visitors from the asteroid belt, but this one was different. As it descended, the Jovian Security council and Science Caste monitored it, trying in earnest to determine where the meteor had come from. They puzzled why, as it crashed on the soft Jovian land mass, the meteor had not burned up and disintegrated as every other one had for the last 300 years. One look gave them the answer, It was not in fact a meteor, but a burnt, silvery hard object that was definitely not gaseous or organic. The Science Caste spent the next few hours collating data, taking samples and performing experiments on the silvery substance, then suddenly they began to fall ill. One by one, their gaseous forms started to solidify and decay.



By the evening of the first day, six had died, with another thirty or so in critical condition inside the research facility and the mystery illness spreading locally like a plague. The remaining scientists worked tirelessly trying to find a cure for the virus that had by the following day, wiped out the majority of the southern sector. After consultation with the Jovian Elders, the Supreme Being concluded that the silver object that had fallen from the skies was the cause of the outbreak and a state of emergency was called into force. The Security council had plotted the trajectory of the satellite and had calculated that it had come from the third planet in the solar system, Sol-3. This had previously been thought an uninhabitable world due to its close proximity to the Sun with its poisonous Oxygen based atmosphere and varying climate. The virus infected satellite from Sol-3 was seen clearly as an act of war.
The council of Elders, headed by the Supreme Being, passed what has now been called 'the Genocide vote'. This order called for the complete extermination of the beings of Sol-3 and colonisation of it by the Jovian high command.

First Steps

After loading, you will be presented with the first Conquest Earth menu. All the menus in the game can be manipulated by using either the mouse or keyboard (cursor keys and ENTER to select).

Main Menu

New Mission Game / New Campaign Game

Choosing either of these will bring you to the Race Selection screen. Pick your race by clicking on the head of the race you wish to play. The rest of the manual will assume that you picked Alien.
After selecting the race you'll be asked to choose your Difficulty Level (see below).
The Mission game is more suited to the arcade style game players, as the game is streamlined and more action oriented. You will be given a mission briefing with one or two objectives to achieve, and successful completion will take you on to the next level. As you progress, play gets harder and more units become available to you. The Alien Mission game has 30 levels to complete.
The Campaign game is more suited to the player who likes strategy games. More decisions are available to you "between missions" as it were. You will decide what units to research and where your battles will take place. When you fight a battle, you will be taken to the familiar Mission type game, but only with units and technology you researched previously.

Load Mission Game / Load Campaign Game

Choosing either of these will bring you to the Race Selection screen. Pick your race by clicking on the head of the race you wish to load. Each race will have 6 slots each with which to save games. Data on the saved games (difficulty level, etc.) can be seen as you pass the cursor over each save slot.

Network

Choosing this will bring you to the Race Selection screen. Pick your race by clicking on the head of the race you wish to play. You will then be taken to the difficulty level setting and then the network play menu.

Options

This takes you to the sound options menu. Here, you can choose to have the in-game music or sound effects turned on or off.

Exit

This will quit the game and return you to your operating system.

Difficulty Level

After choosing your race in either New Mission Game or New Campaign Game, you will be asked what difficulty level you wish to play the game at.

EASY means that the game is substantially easier. You start each level with more Silicon, enemies are easier to kill, and your units are tougher. The Mission game in this mode is limited to 15 levels.

MEDIUM means that the game play will be challenging, yet enjoyable for the majority of game players.

HARD means that the game's completion will only be attainable to those players who belong to the Caste of 'High Elders'.

Interface information.

In the game you will be presented with the screen below. The screen's interface consists of the three pulsating organic windows on the right, where in-game FMV scans and information are beamed from Jupiter directly to your screen. The panel at the bottom is where you give your units their instructions.

Example Jovian game interface

Moving the viewing area.

By moving your mouse cursor to the edges of the main window you should find that the game will scroll around. To stop it scrolling, return the mouse pointer to a more central area.

Giving orders to your units.

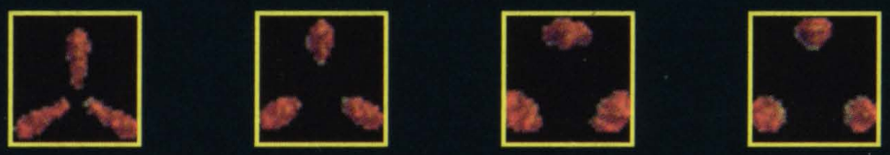
In Conquest Earth, the mouse buttons generally perform the following actions; The Left mouse button is used for attack/fire and the Right mouse button is used for selection and moving.
Your Jovian units, being loyal servants, can be controlled in two ways.

- The directive approach. First you select one or more units Point to where you want them to move to and click with the Right mouse button to send them to that location. The Left mouse button instructs your units to fire at the current cursor position.
- The direct control approach. By Left clicking twice on a unit, your spirit will be transferred into the units body and it will directly obey your every command. Movement is then controlled with the cursor keys, while aiming and firing is still controlled by use of the mouse.

To select a single unit, point to it (notice how the cursor changes as you move over over it), click on it with the Right mouse button. To select groups of units, press and hold the Right mouse button over a blank area. Then move the mouse. As the bounding box is drawn, you will see the cursor change to the animating one below.

Bounding box selection cursor

The grey one is for normal selections. If you hold the SHIFT key whilst dragging, the cursor will turn purple (The same colour as the gliders.) This denotes that the only units you will select in that area will be the gliders.



Animating 'Move To' cursor

Animating 'Can't Move To' cursor

When you have units selected, the cursor will change to one of those on the previous page. The 'move' cursor means when you click the Right mouse button, the units selected will move towards that area. If the cursor is showing a circle. around it, this means you cannot move the selected units to that area. This may be because the area you want to move to is inaccessible. For example, such areas as water, a pit, cliff face etc. To deselect a unit, or groups of units, drag- select a blank area of the map and your unit will be de-selected.

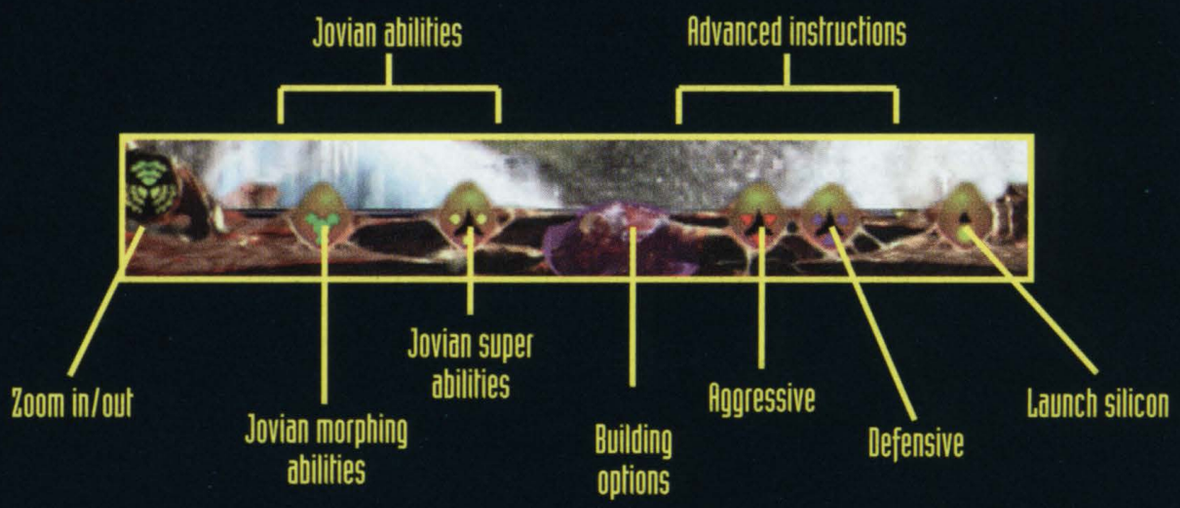
The game control panel.

This is the console from where you direct operations regarding the conquest of Sol-3. You will see that there are 7 buttons at the bottom and a current silicon level meter on the right.

Alien game screen

Tip: To become adept at playing Conquest Earth, it is essential that you familiarise yourself with the control console as soon as possible. Take time to learn the techniques involved with colonisation, construction, morphing and repairing. Keep track of units and constructions that are being built and try to familiarise yourself with the time it takes to build them. This will allow you to time your trips back to base and will make you a more effective director of the Jovian invasion force.

The Jovian console is split into 4 sections. They are (from left to right), Visible map area, Jovian abilities, Advanced instructions and Silicon management.



With a communications centre, it is possible for the Jovian high command to transmit images of the combat zones at three zoom levels. Clicking on the leftmost icon with the Left mouse button will zoom the current game window in, whilst clicking on it with the Right mouse button will zoom the playing window out, taking your view further away from the map. This will be useful for larger scale assaults and when it becomes necessary to keep an eye on more than one area of the map at a time.

The next button along is the morphing options button. When this button is Left clicked, a number of transformation options will appear. As the war against the carbon units progresses, Jovian transformation abilities will enhance through research.

Jovians can do many things that no other species in the universe is capable of. This button allows access to these abilities, which will increase as your forces acclimatise to the atmosphere of Sol-3.

This larger button in the centre of the panel, (which can also be selected with the space bar,) will bring up a menu of construction options.

This button brings up a selection of advanced attacking orders, which you can then issue to your Jovian forces.

This button brings up a selection of advanced defensive orders.

This button triggers the launch of a silicon kernel towards Jupiter.

Silicon.

In Conquest Earth, the Jovian forces rely on Silicon for their survival. It is consumed, used for construction purposes, fuel and other such essential factors of life. On Sol-3, the Jovian forces need Silicon for another purpose. That is to build the exo-skeletons they need in order to survive in the poisonous Oxygen based atmosphere. Silicon is used to morph between one form and another, and to construct bio-forms. These are living entities formed from the Jovian's natural gaseous state, that are melded together in a complex matrix to form a solid construction. All of this takes a toll on the limited resources so you will need to locate and mine Silicon from the surface of Sol-3. This is a valuable resource to the Jovians, so once you have the Silicon mined, make sure that you use the `Send Silicon' button to transport the valuable kernels back to the mother ships on Jupiter for processing. At your disposal for the mining of Silicon are two constructions, the first of which is a Silicon Mine. When placed on the map over an area known to have silicon underground, this bio-form will try and extract the Silicon as quickly as it possibly can. The speed at which it mines is dependent on how near the mine is placed to the `Motherload' or concentrated centre of the Silicon deposit. In the Campaign section your advisors will have been able to show you this before starting the level. Logically, a mine placed further away from the motherload will take longer to complete the extraction.

The second bio-form that you need is a Silicon kernel. These are essentially storage units that hold stocks of mined Silicon until they are full. When they fill up, press the launch Silicon button on the control console and the kernel will morph into the orbital transporter and carry the cargo to Jupiter. The amount the Jovian Elders reward your efforts will depend quite heavily on the amount of Silicon mined, so it is essential that you protect the mines and kernels. Silicon kernals will automatically launch when full, but you will have to be aware of their status at all times.

Building construction.

In Conquest Earth, Jovian bio-forms are constructed from Silicon, so before attempting to start building make sure you have sufficient Silicon to do so. The bio-forms available to you are the Power Generator, Silicon mine, Cloning pod, Communications crystal, Sulphur generator and Silicon kernel. All have their purposes and they will all require different amounts of Silicon to construct. More valuable ones such as the Power Generator require much more Silicon.
To start the construction of a building, press the large transparent purple button in the middle of the control console, (or quick select it by pressing the SPACE bar).

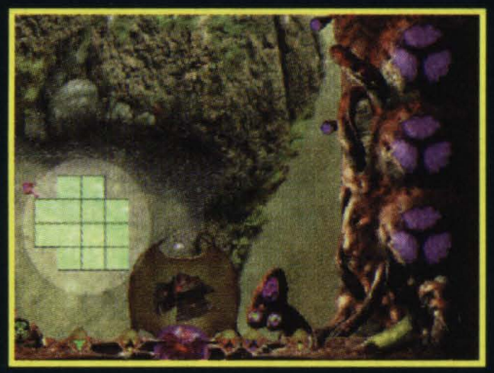
Constructions Selection, repair and liquidisation

This will then bring up two panels at the bottom of the game window. These are the actual building selection and the buttons for cycling through available buildings, repairing and liquidising. (Reducing a building down into raw Silicon).

To lay down a new construction.

1. Ensure you have a Power Generator nearby. Structures only work within a certain distance of a Power Generator.
2. Ensure you have enough Silicon stored to build new constructions. (This value varies for each bio-form.)
3. Click the purple construction button with the Left mouse button.
4. Cycle through the building list with the cycle button on the right, until the building you would like to place is highlighted in the display panel in the middle of the screen.
5. Click down with the Left mouse button to place the bio-form. (A Right mouse click cancels building)

The diagrams below highlight where you can and cannot build constructions. The restrictions are shown as red tinted placement blocks in the grid. This can be due to rocks, water, ravines, other buildings etc.



You CAN build here

You can NOT build here

The structure will form from a gaseous haze in front of you, draining silicon until complete. It is vulnerable to attack and can be destroyed before it is fully formed, so guard it well!

Repairing constructions.

Should one of your constructions come under human attack it will sustain damage and require repairs in order that it can function to maximum efficiency again. To repair any bio-form that has been damaged,

1. Call up the construction options panel by pressing the big purple button in the middle of the control console.
2. Left click on the bottom left nodule of the three that appear on the right hand panel.
3. The cursor will change to the repair symbol.
4. Repeatedly Left click on the building you wish to repair. (You can cancel the repair by clicking the right mouse button.)

Mining Silicon.

In order to mine Silicon in Conquest Earth, you will need to satisfy 3 conditions.

- A power generator on the level,
- A mine to extract the Silicon from the ground,
- Kernels to store the raw Silicon in, ready for transporting.

As with most constructions in Conquest Earth, Silicon mines are much more efficient if placed near to a Power Generator. They will work elsewhere in areas without too much power, but will be far less efficient and may take two or three times longer to mine the same amount of Silicon.

1.

2.

3.

1. Mine at work, and Kernel beginning to fill up.
2. Kernel filled, it morphs into a Jovian transport craft.
3. Craft flies up and off towards Jupiter to deliver its cargo.

The F.M.V. sequence indicates that some Silicon has been launched. It will also tell you if either the mine or your kernels come under attack. It is quite important to watch, especially if you are currently concentrating on another area of the map!

Cloning units.

In Conquest Earth, Jovian soldiers are known as `walkers' and are clones of the ancient one. To create new clones, it is necessary for you to have three things.

- A working power generator nearby.
- A cloning pod.
- Enough Silicon to clone a new walker.

To create a new walker, merely select one from the constructions pop-up and the cloning process will be started for you, assuming you fulfil the criteria highlighted above. When units first emerge from the cloning pods, they are inexperienced and the exo-skeletons are still relatively soft and brown. As they harden, they will become slightly purple coloured and if kept alive for a long time, the exo-skeletons will absorb some of the poisonous oxygen found in the atmosphere. This reacts with the sulphur in the exo-skeletons and makes them extremely flexible, yet they retain the toughness. Naturally, this means that walkers kept alive for a long time will be tough to kill.

Unit status.

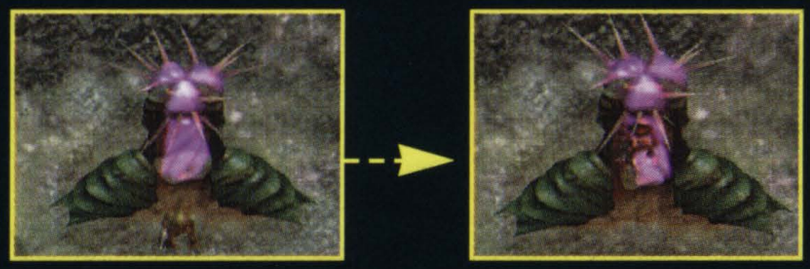
When selected, each unit will display a small curvy bar above it. This displays its status. When full, it indicates that the unit is in working order and needs no repairs. Should the bar start to fall, this will indicate that the unit has sustained damage and will need some repair. When the bar runs down to empty, this signifies that the unit has no health left. Once a bio-form's defensive skin has been penetrated, its internal gases mix with the Sol-3 atmosphere with explosive results.
It's outer shell falls to the floor and its natural gaseous form is blown away by the wind.

CONSTRUCTION REPAIRS.

1. Select the damaged building in the game window by clicking on it with the Right mouse button.
2. Left click the purple button in the centre of the control console.
3. Click the Left button of the two at the bottom of the building control pop-up.

As with everything else, repairs also use up valuable Silicon, so prioritise repairs and time the repairs carefully. i.e., if a less important building is only a little damaged, don't repair it UNTIL / UNLESS you need to.

Rejuvenation of walkers.



Walker rejuvenation is available thanks to Jovian power crystals stored in the power generator. These provide power for all the constructions in the game and also have healing properties that can restore a walker to full health. To do this,

1. Select the damaged walker.
2. Click on the Power generator with the Right mouse button. When a damaged unit is selected and you move the mouse pointer over a Power generator, the cursor will change to the one below. This is the 'into' pointer which signifies a link between a unit and a construction.

Animating 'into' Pointer

The damaged walker will move towards the Power generator. When it gets there, the generator will drag the unit in and rejuvenate it. When finished, the walker leaps out, ready for action once again.
Note: Rejuvenating a walker will restore his health to the level it was when it first came out of the cloning pod. i.e. A walker that has survived a long time and whose exo-skeleton has become fully toughened and purple will return to the brown stage.

Rejuvenation of Gliders .

Jovian gliders expend energy when they shoot laser pulses. These can be replenished and a glider out of ammo can be rejuvenated in much the same way as walkers can.

1. Select the depleted unit.
2. Click on the Power generator with the Right mouse button.

The glider will fly towards the Power generator and hover over it. The Power generator's crystal reactor will then pulse power charged energy bolts towards the waiting glider.

Glider rejuvenating itself

Morphing abilities.

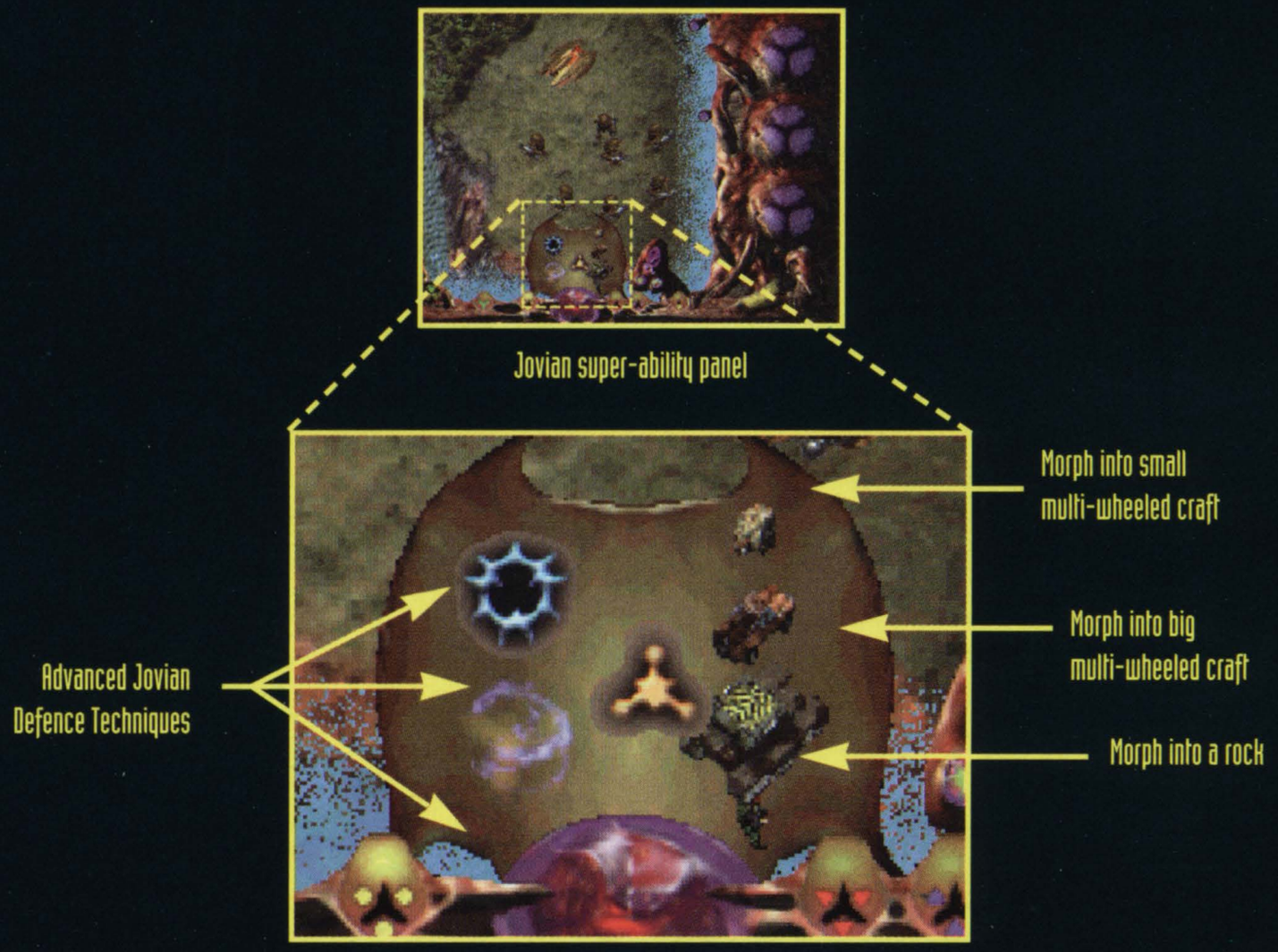
By pressing this button on the main control console or by pressing "M" on the keyboard, a menu will pop up showing you the different morphing abilities currently available to you. These will be limited initially until your science caste can find ways that some of the advanced craft can survive in the oxygenated atmosphere.

Jovian morphing is an ability whereby more than one unit can combine to form a single larger being. To instigate a morphing instruction, first select a walker. Hit the morph button from the control console, then select one of the craft from the panel that appears. The walker will then transform into his natural gaseous state, with a plasma shield around him. Move more walkers into this gas, where they will become one with it. When enough walkers have combined, (placing the cursor over the plasma shield will tell you how many walkers are needed), the gas will morph and create the craft you ordered. While in the plasma state, the Jovians are vulnerable to attack. If they are damaged they will require more walkers to complete the morph.

Advanced abilities

When the advanced abilities button is Left clicked, another set of Silicon-draining options become available. These are unique to Jovians and take considerable amounts of Silicon to perform. So their usage should be strategically considered beforehand.

Tip: Take the time to learn the usage of these important instructions and become familiar with their application as they will aid your cause greatly. Their use also makes for an excellent multi player game.



There are some special weapons which the Jovian Science Caste are working on which will become available to advanced players as the game progresses.

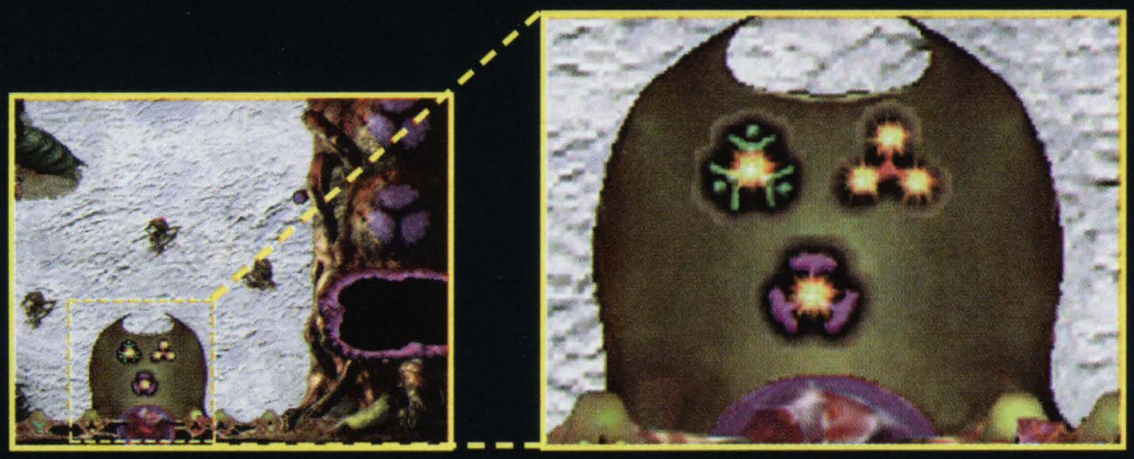
Morph into a rock. As mentioned above, Jovians can morph into inanimate objects. A rock is no exception and transforming into the form of a rock is simple. There is a small danger in that your forces have been briefed into morphing into only one type of rock as it uses up much less Silicon to do so. Take care therefore when laying ambushes, not to place too many units morphed into rocks as it might look artificial to the Sol-3 based beings and they will probably investigate.

Advanced orders.

In Conquest Earth, all units that you clone/build will by default start in a standard defense mode, where they will fire upon any enemy entering the range of their weapon. If your sole objective for every level in the game was to defend an area, then this would be sufficient. But as the Jovian invasion commander, you must co-ordinate and direct your brave forces by mastering some additional advanced instructions. There are a couple of ways you can change the orders of Jovian units in Conquest Earth. On the control console, there are two buttons located together, to the right of centre. They are the ATTACK and DEFEND mode buttons. When clicked, these both produce other options that refer to more advanced orders that you can give your units.

Advanced Attacking orders.

After Left clicking on the advanced attacking orders button on the main control console, the pop-up below will appear.



Advanced Attacking Orders

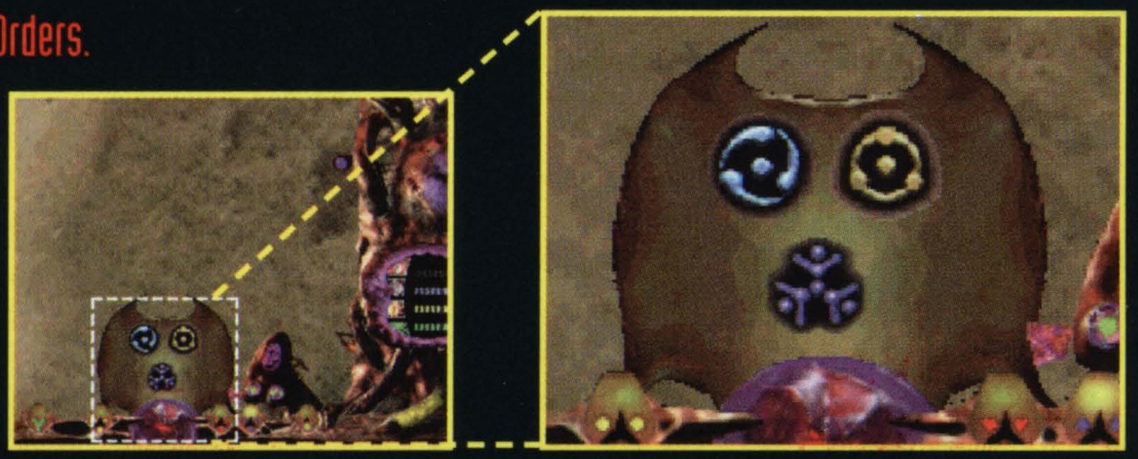
RAMPAGE! (Only available on 'Easy' level) When used correctly, this mode can cause havoc! When units are put into `rampage' mode they will go and attack the nearest Sol-3 units or strategically advantageous units further away. If successful, they will go and attack the next nearest target and so on. The disadvantage of this mode is that units can be drawn away from an area they were meant to protect, thus leaving it exposed to attack. An advantage of using `Rampage' mode in Conquest Earth could be when the Sol-3 forces are overwhelming and there seems no obvious way to retaliate. Units on the rampage will at least hold up the advancing hordes, allowing you a little time to think and plan your counter-strategy.

SEEK & DESTROY. By selecting this option and Left clicking on a target the currently selected units `seek & destroy' that target. Nothing will hold them up and they will NOT defend themselves if attacked. Their mission is to destroy their target and nothing will distract them from that. An example of when to use `seek & destroy', is when it is essential to remove an Oxygen plant, or other structure that is either in the way, or is causing too much damage to be ignored any longer. Any units sent on a `seek & destroy' mission will make no attempt to defend themselves and are completely focused on completing their objective.

HUNT. By selecting this option and then Left clicking on a target, the currently selected units will attempt to `hunt' their quarry. Any units put into `hunt' mode WILL defend themselves if attacked. An example of when to use this method is perhaps when you want to take out an enemy structure, but need to carve a path through their defences on the way there, so as to allow Jovian forces easier passage into the heart of a base. The units you send on the `hunt' mission will make their way toward their target, but if they encounter any Sol-3 units on the way there, they will return fire.

Advanced Defensive Orders.

Left clicking on the advanced defensive instructions button on the control console, will bring up the following set of options:



Advanced Defensive Instructions

ESCORT. By selecting this mode, you are instructing units to look after another unit, follow wherever it goes and attempt to defend it from any enemy aggressors. Usage is as follows.

1. Select one or a group of units.
2. Left click the advanced defensive instructions button on the control console
3. Left click `Escort' icon (see left)
4. Left click unit you want the be escorted.

This is a very, very powerful order and can turn a battle around quite quickly when implemented with a little guile and forethought. An example of simple `escort' usage could be in the support of three cloaked walker. If they are set to escort an inexperienced brown walker, all the sol-3 forces will see and attack the apparently solitary walker, thinking it an easy target. As soon as the walker is attacked, the others will rush in and annihilate the aggressors!

GUARD. This mode instructs units to hold their position unless an enemy comes too close, upon which, it will attack the enemy. Commonly, this order is best utilised when used in conjunction with setting `waypoints'. E.g. You could set a patrol path around an area of fields in front of your base. Should an enemy patrol step into that field, Jovian walkers will engage, and you have a form of early warning that a human assault could be imminent.

ASSIST. When units are put into `assist' mode, they remain stationary and in a semi-guard mode. If they hear another Jovian nearby in trouble they will make haste to their location and attempt to rescue them from their carbon based assailants. There are a number of strategies that will necessitate careful usage of the `assist' defence mode and indeed, when used carefully, it can keep your base safe. An example of which is in guarding a section of your base perimeter . You could have a corner, with two small legions of Walkers. Guarding a section each. Then set a further group of walkers a little away from the perimeter, behind your existing guards. If any one side is then attacked, the walkers set in assist mode will go and support those under attack. The disadvantage of setting too many units in help mode is that you start to lose a little control over where they are. They can also be dragged away easily, so take care!

Setting Waypoints.

When instructing units to move around the map, it may sometimes be desirable for them to go from point A to B, but via point C, due to the direct route being dangerous. Normally this would only be possible by either hoping your units passed through point C, or by making them go from point A to C, wait until they get there, then set their second destination.

This would be slow so we allow you to specify 'waypoints' to quickly define where to go and how to get there. In Conquest Earth, you can set up to 6 'waypoints' for units to follow, so even complex patrol routes can be made.

Having waypoints has two distinct advantages. Firstly, it allows you to dictate an exact path that you want your units to follow. i.e. see example above, A to B via C. Secondly, it allows you to create patrol routes for units to follow. A good example of this would be to guard the perimeter around your Silicon mine.

Pulser following waypoint route

To set 'waypoints', merely hold the left CTRL key and click with the Right mouse button. There will appear a small symbol under the cursor will appear when you click to indicate the fact that you've selected a 'waypoint'.

In addition to this, by Right clicking on top of one of your existing 'waypoints', you can force the units to follow this path and loop back round when it gets to the end, following this path indefinitely. Good strategic examples of the uses of waypoints are:

1. Ambushes. More complex path usage can draw the enemy into an area, where you then let other Jovian forces overwhelm them.
2. Multi-point attacks usually known as 'Pincer movements'. By careful setting of waypoints, you can divide the focus of your assault and attack enemy installations from more than one direction

Clicking on ANY waypoint will force the currently selected unit(s) to loop to the waypoint checked for the 2nd time. The advantage to this is so that you can send units to an area somewhere at the other end of the map and then let them patrol through a smaller circle of waypoints well away from where they started. Without having to return to their original position, units will be patrolling the target more intensely.

In-game communications and viewports.

On the right of the playing area are three windows, or 'viewports' as they are called. The lower one, as you already know, is used for information and status display purposes. The other two are used for 'tagging'. This is a process which facilitates viewing of other areas of the map other than just the one in the main window. Tagging viewports is dependent on the fact that you already have a communications structure. This is an expensive building that allows ANY unit to be perfectly visible when tagged in a viewport window.
To tag units for watching in viewports press the Right CTRL key while the cursor is over a unit. If you then want to watch another unit, you move the cursor over a unit & press Right CTRL again. This is then visible in the middle viewport. If a third unit is then tagged, its view replaces the one that occupied the top viewport and so on. Once a unit is tagged, you can 'jump' its view into the main play area by clicking on the small tab beside the viewport.

Active viewports showing tagged units

Viewports are extremely useful for strategic planning. You can watch a unit that you send out as a 'probe' whilst continuing to build up base defences. Alternatively, whilst actively controlling a group of units whose task it is to take and hold a bridge on one part of a level, you could tag a sentry on the edge of your base and instantly see if and when it comes under attack.
This gives you some idea why it is vital to keep a careful eye on your communications building and make sure it is well defended at all times. Bear in mind that should your Power generator become damaged, this will also effect the efficiency of the Communications building to the point that the viewports may stop functioning.

Selection Groups

Units in Conquest Earth can be assigned to teams of any size, up to five teams can be created and units are not limited to the number of groups that they can belong to.
To make a selection group:

1. Select one or more units. These can include troops, vehicles, or any combination. You may not however, mix air units with ground units.
2. While holding down the SHIFT key, press the number key "1" to "5". This assigns the currently selected group to that number key.

To recall a previously made selection, simply press the number key you assigned them to. Selection groups are useful in a number of aspects. First, it allows the rapid selection of units that are at either end of a larger terrain. They also speed up the attack coordination process. By dividing your main force into a couple of selection groups, you can easily position them.

Viewports

Viewports can be cleared by Right clicking on the corresponding viewport tab. In addition to this, the PGUP and PGDN keys quickly jump to the view of the tagged unit in the top and middle windows respectively.

Sulphur Clouds

Sulphur generator

The Jovian objective in Conquest Earth is the elimination of the inhabitants of Sol-3 in revenge for their attack on Jupiter. The Scientific Caste have been working on the most effective method in achieving this aim and their conclusion was to poison the planet with Sulphur. This has two benefits. Firstly, when the creatures of Sol-3 have been defeated, you can easily colonise the planet as its

atmosphere will be much like that of Jupiter. Secondly, in covering Sol-3 in a cloud of Sulphur, you will poison the inhabitants directly, as it has been found that they can not breathe in such an environment. To create the Sulphur clouds, you have to place Sulphur generators. These have a twofold effect:

- On a short term local basis, the clouds produced by the Sulphur emitter will limit the visibility for Sol-3 units, making the objective of the current mission more easily attained.
- Should the mission be successful, you will have a Sulphur emitter in place that will continue to produce clouds for the remainder of the game (Assuming it is not attacked and destroyed in the meantime). As a result, these sulphur emitters are very important to the Jovian cause and their protection should be of paramount importance.

The Campaign game.

There are two ways of playing Conquest Earth. Arcade mission, where, as mentioned previously, the game is faster paced and the emphasis placed on arcade style play, fast reactions and linear gameplay. The other way is the Campaign mode. This is where the gameplay balance is shifted more towards the thinker. The game is slower paced and a number of new elements are introduced.

The Mother screen.

Before each mission, you will be able to consult five Jovian Caste Elders, who each possess a skill or information that will aid in the conquest of Sol-3. They currently reside in the mother craft and are in constant consultation with the Jovian supreme being.

Alien Supreme Being and caste Elders

On the mother screen, there is other information you will need to know. The top of the screen shows the current date and time. In the bottom left corner of the screen, you will see three buttons. The Earth one on the left starts a mission in the current location. The Jupiter on the right quits the game and returns you to the options menu. The centre one will take you to the Save Game screen.

The Caste Elders.

The five Caste Elders are from (from left to right) the Science caste, the Geological caste, the Security caste, the Meteorological caste and the supreme being's Special Advisory caste.

The Science Caste Elder.

By Left clicking the pointer on the Science Elder's head, you will enter another screen where research functions are performed. On this screen you will see a large Silicon store at the top. This is the amount of Silicon that the supreme being has allocated for you to use in your conquest of Sol-3. It can be increased by mining on the surface and by selling constructions. Extra Silicon will be provided by the Supreme Being at the end of successful missions on Sol-3. At the bottom of the screen there is a blank area on the left and right and three bars in the middle. These bars are the Silicon allocation sliders.

The left one allocates Silicon to research into craft morphing. At the present time Jovians know little about the reaction they have with the poisonous oxygen atmosphere and so the morphing capabilities are limited. As you allocate more Silicon into this type of research, the amount of craft that Jovians can morph into increases. As you raise the level of Silicon allocated, the overall store at the top of the screen will reduce, and will continue to do so as you keep increasing the amount put into research. As you reduce the amount allocated, the overall store starts increasing again. Carefully balancing and managing your Silicon usage is a skill and will take time to master.

Scientific research screen

On the Science Caste Elder screen, there is other information you need to know. The top of the screen shows shows the current date and time, and a slider which acts as a time skip meter.

Slider left, 1 second game time = 1 second real time

Slider right, 24 hours game time = 1 second real time

Once there is an amount of Silicon stored in the research tube, a craft will appear in the area to the left. This shows the craft currently being researched and underneath it, how long it will take to

complete the research. Again, if the amount of Silicon allocated increases, the time necessary to research morphing into the craft decreases and vice versa. Once research has started, a bar will appear on the left that informs you of the state of the research. The two arrows beside the craft cycle through the list of craft available to research.

NOTE: No Silicon is actually used and none of the actions take place immediately. The confirmation of what you want to research and the instigation of it actually being researched is performed by pressing the green button in the top right hand corner of the screen. This is ACCEPT and the red one beside it is CANCEL. This returns you to the Elders screen and ignores all actions taken on the Science screen. The central tube is the mission Silicon slider. This decides how much is available to you when you play the ground-level missions in Conquest Earth. Again, as you increase the level in this tube, the overall level at the top of the screen reduces. Starting a level with no Silicon to build constructions or clone walkers is VERY inadvisable.

The tube to the right of the three shows how much Silicon you allocated to researching new Bio-forms for your walkers to take to the battlefield. As the war begins you initially know nothing about how your species can affect the Silicon they use within the Earth's atmosphere, but your scientists have some ideas. These are some very powerful abilities, and Jovians have only just begun to grasp what they are capable of achieving. The very intelligent player will weigh his options here carefully before proceeding. As before, once Silicon is allocated to the tube, the first research option appears in the gap beside the tube. Cycling through the Bio-forms available for research is done by clicking on the two buttons beside the Bio-forms. The various Bio-forms will come in handy in different situations, so think carefully what to research first.

Once the first slot is filled, the second one becomes the active slot (the one your current research will fill). The active slot is shown in green rather than red. To overwrite a slot with different research, just click on it, then select a new research item.

The Geological Caste Elder.

After selecting information from the Geological Caste Elder, you will be presented with the screen to the right.

Geological information screen

This will show you geological information about the currently selected mission location. This will highlight two things. Firstly, it will give you a view of the terrain before you play the mission. This will be invaluable as you will be able to quickly plan where would be best to defend and where would be good places to lay ambushes etc. The way to bring this up is by highlighting a city on the globe, then clicking on it.

Geological survey screen

The second and really the most important function of the Geological Caste is to provide detailed information as to the location of Silicon seams under the surface of Sol-3. The 'motherload' or concentrated centre of the Silicon deposits is shown as a bright yellow circle and where the Silicon deposit weakens, the circle becomes more faint. Without this help, locating Silicon would be a very hit-and-miss affair with you never knowing whether you're near a seam or not. Mining is always possible, but not being able to locate the centre of a seam would mean your Silicon extraction would be a longer, and more expensive process.

The Security Council Elder.

The Security council is an underground organisation that only the Supreme Being and a couple of the Elders know about. It has operatives throughout the universe, collating political and social information about different species that will be beneficial to Jovians. So far they are only able to work out the geographical location and names of the target cities and regions on planet Sol-3.

The Meteorological Caste Elder.

This caste watches weather patterns and meteorological shifts. They observe the air pressure changes and predict where the wind goes. The information that the Elder provides you with is in relation to the sulphur clouds. He informs you where the sulphur clouds are, where they are going and their density.
This information is very useful, especially when used in conjunction with the information gathered by the Security council, as it allows you to plan where the best places to attack
are, from a strategic point of view.

The Supreme Being's Special Advisory Caste Elder.

The 'Supreme Being' has allowed you the use of the head of its advisory Caste in the conquest of Sol-3. The Caste performs the function of advising the Supreme Being of political issues that affect Jupiter and how to act in relation to them. The advisor will aid your missions by informing you when you are running low on Silicon reserves, allowing you to be conservative for a while until stocks are replenished. He will also advise you of other matters such as possible places to attack next and so on.

Network Games

To play a multiplayer game in Conquest Earth you must have between 2 and 8 players and at least 1 player of each species. i.e. 1 Jovian and 1 Human player minimum.

After clicking the Network menu option, you will be prompted to enter your name. this will be the name you are referred to in game and can be a maximum of 10 characters.

If you are the fist player in the Network Lobby, you will have a blank list of network games available. Click on NEW GAME and type in a name you wish to call your network game. You will then be asked what level you wish to play. Enter a number between 1 and 26 to correspond to the map type that you will be playing. If there are already games available in the Lobby, simply double left click on the one you wish to join. Your name will be added to the list of players in a particular game.

Once in the Lobby you can chat to one another by either left clicking SEND MESSAGE or hitting the 'S' key to send a message to other players.

If you have set up the particular network game, and you have the desired number of players, it is now your job to start the game. Simply left click on the START GAME text at the bottom of the screen, and the chosen level will load on everyone's machine. While playing a network game, you may notice some differences. First, you will have a 'hierarchy' of how you can build particular units, this is the same as seen in the Campaign game, where you must first build a particular unit in order to build a more advanced unit. You will notice that the prerequisites in the campaign game and in the network game are identical.

Also, the first Human player and first Jovian player become the commanders of each force. These players control the finances. The rest of the network players become generals who need to have buildings and units transferred to their control. Transferring during network play is a simple matter of selecting units and/or buildings, and pressing F1 to F8 to transfer the selected group to a player's control. You can get a list of which number refers to which player by hitting the '?' key within the game.

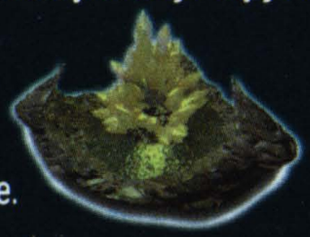
PURCHASE POINT

Power Generator

POWER USAGE: N/A
DEFENCES: Medium
CONSTRUCTION COST:
10.000 Silicon Units
This is the core of all Jovian constructions. Contained within it are a number of Jovian power crystals. These valuable crystals are then treated with a sulphur resin. This reacts and produces a gas which powers the generator. In addition to its primary function of providing power for other structures, it is also used for rejuvenating 'walkers' and 'gliders'.

Communications Plant

POWER USAGE: 2 kernels/hour
DEFENCES: Light
CONSTRUCTION COST: 2.000 Silicon Units
This building uses Jovian power crystals as a means of aiding communication. Whenever this building is on a level, it allows you to 'tag' units and watch them remotely. Players who disregard the usefulness of having this building on a level will find themselves at an immediate disadvantage! It also allows you to see perfectly through oxygen clouds. Lightly defended, this building will need protecting with great care.



Cloning pod

POWER USAGE: 3 kernels/hour
DEFENCES: Medium
CONSTRUCTION COST: 3.000 Silicon Units
This building is used to clone copies of the ancient one. He was the original Jovian according to the ancient scriptures and clones generated from the pod are cloned in his image. The building is fairly well defended, especially when it is producing walkers. They emerge fresh, but in 'guard' mode, so will immediately start firing on an enemy in the vicinity.

Silicon mine

POWER USAGE: 2 kernels/hour
DEFENCES: Light
CONSTRUCTION COST: 1.000 Silicon Units
This vitally important installation is necessary in Conquest Earth to mine Silicon from under the surface of Sol-3. It has no defences as such, so prepare well and arrange some cover for it. Remember to place these buildings as close as possible to Silicon seams to increase their efficiency. The Silicon it mines can not be stored by this construction, so remember to build Silicon kernels nearby.

Silicon kernel

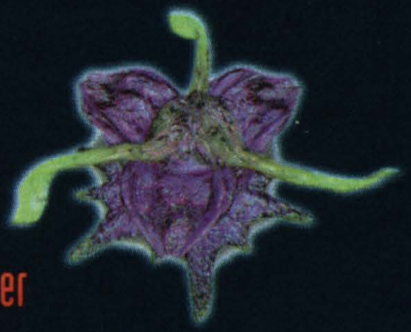
POWER USAGE: 1 kernels/hour
DEFENCES: Light
CONSTRUCTION COST: 300 Silicon Units
These kernels store mined Silicon. They are inexpensive in themselves, but the Silicon they store will pay for other constructions later, so guard them highly. When filled, they will also transport the Silicon to Jupiter. Place them near to mines for increased efficiency.

Sulphur generator

POWER USAGE: 3 kernels/hour
DEFENCES: Heavy
CONSTRUCTION COST: 1.500 Silicon Units
These are one of the Jovian forces more important constructions. They pollute the air that the inhabitants of Sol-3 breathe and they cover the current mission in a sulphur cloud, giving Jovians an advantage and they stay on a level once won, polluting the surrounding area in the process.

Sentry

POWER USAGE: 1 kernel/hour
DEFENCES: Heavy
CONSTRUCTION COST: 300 Silicon Units
These are essentially proximity activated guarding units that shoot outwards whenever approached by an enemy unit. As the game progresses, you will able to morph into more powerful sentry variations that are faster firing, higher powered or have a higher concentration of firepower.
Excellent defensive unit.



Surface to air defence turret, Spiker

POWER USAGE: 2 kernels/hour
DEFENCES: Light
CONSTRUCTION COST: 300 Silicon Units
This strange unit came about from a failed morph experiment. It makes for a superb air cover unit that is capable of defending the surrounding area from arial attack. The unit fires recycled, radioactive Jovian power crystal shards that are capable of cutting through most natural and constructed substances found on Sol-3.

Walkers

POWER USAGE: N/A
DEFENCES: Varies
CLONING COST: 100 Silicon Units
WEAPON: Proton pulse rifle
Made in the image of the ancient one these exo-skeleton clad creatures make up the bulk of the Jovian forces. Standing 8 feet tall, with a hardening shell and a powerful proton pulse rifle, these make a match for any enemy assailants. As the exo-skeleton hardens in the oxygen atmosphere, they change colour from brown through to red, speeding up and becoming tougher as they do so. They are also used to morph together to form other Jovian vessels.

Sulphur Walkers

POWER USAGE: N/A
DEFENCES: Light
WEAPON: none
WALKERS REQUIRED TO MORPH: 2
These purple clones of the ancient one have a different purpose form their brown cousins. Their purpose is to cover areas in sulphur, obscuring the view of any enemy forces nearby. The sulphur balls they fire aren't dense enough to cover the area for longer than a couple of hours, so these units can't be used as a replacement for a Sulphur generator.

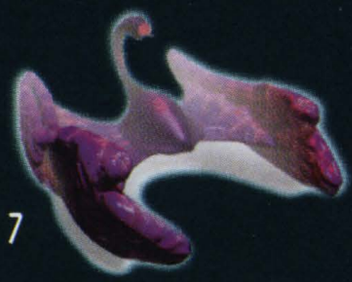
Trilobyte

POWER USAGE: N/A DEFENCES: Light
UNITS REQUIRED TO MORPH: 2
WEAPON: Radioactive power crystal
waste This is a good defensive craft to utilise in situations where enemy forces have the upper hand. It uses waste from the power generator which it lays on the ground just behind itself. The mines themselves are proximity based and work only with units making contact with the ground.

Pulser

POWER USAGE: N/A
DEFENCES: Medium
UNITS REQUIRED TO MORPH: 3
WEAPON: High power proton cannon
Pulsers are the main Jovian assault craft. Fast, tough and takes relatively few units to create, this really is an excellent 'front line' vehicle. Their weapon is similar to the walker's pulse rifle, except it uses a highly concentrated elemental cocktail of Silicon & Sulphur fused together. The resulting firepower is devastating, especially when 'Pulsers' are used in numbers!

Glider



POWER USAGE: N/A
DEFENCES: Medium
UNITS REQUIRED TO MORPH: 7
WEAPON: Orion laser beam
Gliders are the main form of arial assault that Jovian forces possess. They are fast and the laser that it fires is powerful enough to destroy most Sol-3 constructions with consummate ease. Later on as the war progresses, more powerful versions of the Glider will become available, with a better firing spread.

Keyboard shortcuts

PGUP	Centre main view on view from top viewport
PGDN	Centre main view on view from middle viewport
DELETE	Deselect current group
HOME	Centre view on current direct controlled unit
END	Terminate direct control/Land airborne vehicle
TAB (Held down)	Jovian: Prevent screen scrolling
ESC	Abort Mission/Quit Game
ENTER	Quick Jump to Players Power Station
SPACEBAR	Bring up Menu bar (human)
	or Build options (Jovian)
SPACEBAR	Skip to next unit in Mission Debriefing screen
Right CTRL	'Tag' object under cursor
Left CTRL	Set waypoint
Left ALT	Fire from airborne vehicle under direct control
Shift	Airborne vehicle selection qualifier
Shift 1-5	Set currently selected units as a Selection Group
1-5	Select Selection Group
Shift-M	Toggle music on/off
Shift-S	Toggle sound FX on/off
F1-F8	NETWORK: Transfer units to player number 1-8
Alt-X	Quit Game

+	Zoom in
-	Zoom out
]	Zoom spy radar in
[	Zoom spy radar out
?	Current game statistics
	(Shows player number in Network)

A	Assist mode
B	Repair building mode
D	Seek and Destroy mode
E	Escort mode
G	Guard mode
H	Hunt mode
I	Information mode
L	Repeat build/Build last unit again
M	Morph
N	Confirm 'No'
P	Pause
Q	Move satellite northward
R	Rampage mode
S	Sell mode
S	Send Message (Network Lobby)
S	Save Game (Campaign game)
Y	Confirm 'Yes'
Z	Move satellite southward

MAP CONTROLS

Up arrow	Scroll map up
Down arrow	Scroll map down
Right arrow	Scroll map right
Left arrow	Scroll map left

DIRECT CONTROL

Up arrow	Move forward
Down arrow	Reverse/Hover (air vehicles)
Right arrow	Rotate right
Left arrow	Rotate left

R&D CONTROLS

Left arrow	Scroll Research/Development units clockwise
Right arrow	Scroll Research/Development units anti-clockwise

Credits

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Christine Green, Ken Davis,
Nescafe, Andy the technician,
Vanessa James....(nice cake!)

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